HONOURS OF WAR

Wargames Rules for the Seven Years War

Keith Flint

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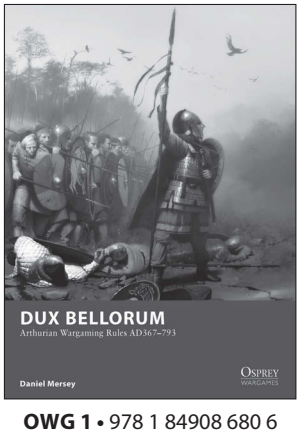

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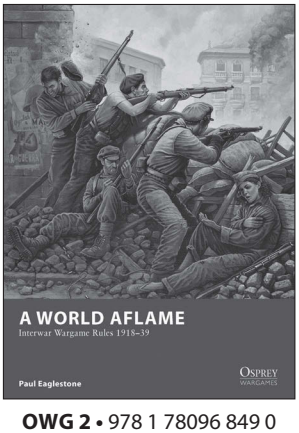

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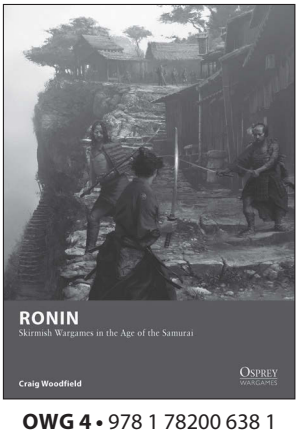

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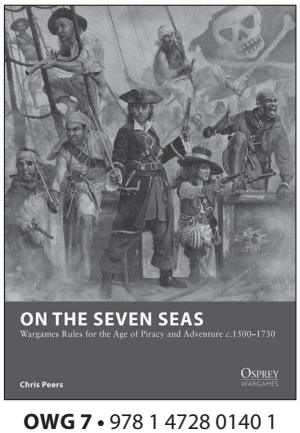

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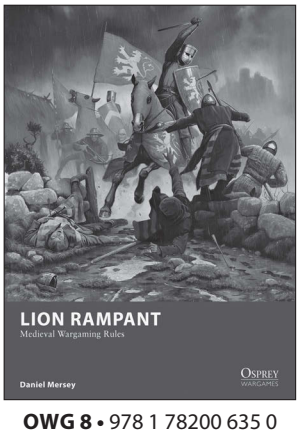

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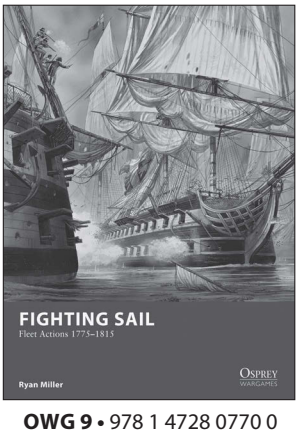

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HONOURS OF WAR

WARGAMES RULES FOR THE SEVEN YEARS WAR

KEITH FLINT

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INTRODUCTION

"On the wargame table each commander will endeavour to manoeuvre the enemy into untenable positions so that they must accept the Honours of War…"
– Donald Featherstone, *Wargames Through The Ages*, vol.2, 1420–1783

"Honours of war (plural noun, military): the honours granted by the victorious to the defeated, esp. as of marching out with all arms and flags flying."
– *Collins English Dictionary*

***

This is a set of wargames rules for fighting battles with toy soldiers in the period of the Seven Years War in Europe, which lasted from 1756 to 1763. They are designed to be simple to understand and straightforward to play: the main mechanics can be comprehended in a single read-through. No cards or special playing aids are required.

The rules can be used for miniatures varying in size from 28mm down to 6mm. As figure size reduces, you have the option to fight battles on progressively smaller tables, using reduced moves and firing ranges; or alternatively you can use smaller figures to fight big battles whilst still using tables of a reasonable size. While I give a basing recommendation, re-basing your collection will not normally be necessary.

Whatever size of figure you choose, a wide range of battles can be fought, from small encounters with four to six units on each side right through to representations of some of the major battles of the period. Four scenarios in a variety of sizes are given towards the back of the rulebook.

You will find things happen quickly – a lot can occur in one move! The simple victory conditions that you will use in most battles will give your games a beginning, a middle and an end.

Players should note that the other two significant theatres in this period, North America and India, are not covered. These rules have a tight period focus and cover only the Seven Years War in Europe.

I hope you enjoy playing *Honours of War*.

(Front Rank Figurines)

THE SEVEN YEARS WAR

There were four main players in the European theatre of this titanic struggle: Prussia on the one hand, opposed by France, Austria and Russia on the other. A variety of more minor participants were also involved. Prussia was aided by Britain and Hanover as well as some of the German states of the Holy Roman Empire, notably Hesse-Kassel. Other German territories sided with the Allied cause, including significant states like Bavaria and Saxony. Sweden also fought on the Allied side.

This period has many attractions for wargamers. The wide variety of colourful uniforms makes collecting miniatures a joy, and miniatures in all scales are widely available. The armies were fundamentally professional and tactics were generally clear-cut, emphasising linear infantry formations to maximise firepower, spirited charges by cavalry, and an increasingly important role for artillery which became a major battlefield killer. Overall, formations and tactics tended to be simpler than in the later Napoleonic period: squares, skirmishers and battalion assault columns were essentially complications of later wars. The major engagements also tended to be smaller, meaning that a number of them can be represented on wargaming tables of (shall we say) domestic size, even in 28mm. The lower level engagements of *La Petite Guerre* (or *Der Kleine Krieg*, if you prefer) were also much in evidence, and can form the inspiration for any number of fictional battles of a variety of sizes. There is much more to this period than formal encounters with the armies lined up opposite one another, infantry in the centre and cavalry on the wings.

TROOPS OF THE SEVEN YEARS WAR

INFANTRY

The infantry was the most powerful of the three arms, being able to hold ground on its own and, unless of poor quality or disorganised by losses, able to see off cavalry with musket fire without forming square. Most infantry units were close order line infantry known as musketeers or fusiliers, organised into regiments which had between one and three battalions. Battalions were several hundred men strong, with actual size depending on attrition and national organisation. Battalions are the infantry fighting units in *Honours of War*.

Close order infantry moved to the battlefield in column, and then formed into line to fight, usually in 3 ranks, to maximise their firing effectiveness.

Grenadiers or guard units formed the elite infantry. Inferior quality infantry were commonly the garrison and militia battalions, or hastily formed low-grade units like the Prussian *Freikorps*.

Light infantry units were formed by most nations, such as the Austrian *Grenz* ('border') battalions, Prussian *jaeger* or the French *Volontaires de Flandres*. A small minority of such units had rifles. Quality and unit size were variable. They were used for screening, reconnaissance and raids, but did appear in pitched battles as well. They were particularly useful in difficult terrain.

CAVALRY

The cavalry's first task in battle was usually to neutralise or defeat the enemy cavalry, following which it would attempt to take the enemy infantry in flank, or attack enemy infantry that was already weakened. Again, the basic organisational unit was the regiment, commonly divided into four to six squadrons, with each squadron intended to be around 100 to 150 men. Squadrons were generally drawn up in two

British contingent at Minden, 1759 (L–R): Private, 51st (Brudenell's) Regt of Foot; Trooper, 6th (Inniskilling) Dragoons; Grenadier, 25th (Edinburgh) Regt of Foot, by Gerry and Sam Embleton © Osprey Publishing. Taken from Men-at-Arms 460: *Frederick the Great's Allies 1756–63*.

or three ranks to fight. Cavalry squadrons were much more independent formations than infantry companies, so cavalry regiments tended to have more flexibility in the formations they adopted. The regiment is used in these rules as the basic cavalry fighting unit.

Heavy cavalry were mounted on bigger and stronger horses and were designed to be the main cavalry strike force, trained to charge and destroy enemy cavalry and infantry. They were commonly designated cuirassiers, derived from the wearing of a cuirass or armoured breastplate, but not all heavy cavalry wore a cuirass: the French and British armies both used non-armoured heavy cavalry.

Medium cavalry are usually found under the designation of dragoons. By the mid-18th century dragoons were no longer mounted infantry but fully trained cavalry, intended to take their place in the line of battle.

The most common form of light cavalry were the hussars, though there were other types, such as the Russian Cossacks. Generally mounted on lighter and more agile horses, light cavalry were fundamentally designed for scouting and screening duties. However, they commonly took their place in the line of battle, supplementing the heavy and medium cavalry.

Cavalry rarely dismounted in open battle, but light or medium cavalry could do if the occasion arose. Heavy cavalry dismounted very rarely – this was not their role.

ARTILLERY

Artillery became ever more important as the war continued, using its ability to bombard effectively at long ranges and cause crippling casualties at short ranges with canister. With better designed guns, as well as better-trained officers and men, artillery gained the capability to move around the battlefield, seeking advantageous firing positions as the battle developed. Guns were classed according to the weight of shot they fired.

Light guns would usually be 3 or 4pdrs, and were mostly attached to infantry battalions in groups of 2 to 4 guns to provide direct fire support in both defence and attack. These weapons are generally known as 'battalion guns'.

Medium guns were typically 6 to 9pdrs. Some armies (like the Prussians) used 6pdrs as battalion pieces for selected units, but usually medium guns were grouped in independent batteries.

(Front Rank Figurines)

Heavy guns were usually of the 12pdr class. These were again grouped in independent batteries and could be deadly, their longer range being particularly useful. Larger guns, for example 24pdrs, did find their way onto the battlefield occasionally, but these were primarily siege pieces and I leave them out of *Honours of War*.

Howitzers firing shell were found to be very useful against entrenchments and built up areas, as well as against cavalry, the explosions tending to badly frighten the horses. Most battlefield howitzers were of medium weight, typically 7 to 10pdrs, and this is the size assumed in these rules.

GETTING STARTED

THE BASICS

You will need a playing surface embellished with model terrain items such as hills, woods, villages, towns and rivers. These rules do not incorporate any specific terrain setup rules – you are free to lay out your own battlefields according to the type of battle you want to play. The scenario section towards the end of the rules (p.58) gives some examples.

Specific playing aids needed will be some ordinary D6 (one for each player is enough), and a similarly small number of average dice (numbered 2, 3, 3, 4, 4, 5. Or use a D6, counting 1 as 3 and 6 as 4). Average dice are used only with the Hit Table (p.34). To indicate casualties, some mini D6 (7mm size is ideal) in green and red are also recommended, although you can use any kind of numbered marker you prefer. You will also require some markers to indicate each of the three classes of general. Tiddlywinks are an easy way to start, though you might want to create more sophisticated markers later. The ubiquitous tape measure is, of course, a necessity for each player. And that's about it. If you want to make up a template of card or plastic sheet to make estimating angles of 45° and 30° easier, this can be useful for judging flank and rear sectors or firing zones. However, between players of goodwill, estimation will usually suffice. Two players are quite enough for games of all sizes, and for small games two is really the maximum. In larger games, it will be possible to accommodate perhaps two or three players a side.

You will also, of course, need two armies to fight each other. The following sections describe how to create them.

FIGURE SIZE, BASING AND UNIT SIZE

In the main body of the rules, 25–28mm miniatures (around 1/56th scale) are assumed. You will also see I set out some standard unit sizes and basing conventions. The use of standard size units for *Honours of War* is primarily for gaming convenience: it makes the game easier and simpler to play. However, note that your units don't have to match mine exactly: close order infantry units from 16 to 24 figures in size or cavalry between 6 and 12 figures in size will work fine with the game distances in the main rules. Also note that there is an optional rule that allows the creation of units smaller or larger than the standard size when a little variety is needed.

If you want to use smaller size miniatures than 25–28mm but still use my basing and unit size conventions, see the section towards the end of the rules, 'Using Smaller Figures' (p.54), which gives the appropriate reduced base sizes and game distances.

But rest assured, using significantly different size units or different basing to mine, (particularly if you already have SYW armies of your own), is not a problem.

As far as basing goes, my own recommended base sizes are chosen to allow line and column formations to be easily formed, to be in the proportions I like, and to allow all my units to cross scale bridges in column without balancing on the parapets! If you choose a different basing method, it makes little difference – it is overall unit frontages that count.

If using different size units to mine, my recommendation is that you employ the rule of thumb that infantry and cavalry units arranged in a single line of bases should have about the same frontage, and that this frontage is roughly equal to maximum 'musket-only' range. If you fit your own basing and unit size conventions into this framework everything will work well: the other game distances should then be adjusted in proportion. In many cases you will be able to use the distances already set out in the main rules or the 'Using Smaller Figures' section. Just look for a near match for your unit frontages and musket range in one of these sections and use the distances specified. For example, with 10mm miniatures, if you like using 32-figure close order infantry units and 12-figure cavalry units, the game distances shown in the '15mm' section will probably be fine. I do recommend that you still pick sizes for 'standard' units and use the optional rule for variations on the standard as required.

(Crusader Miniatures)

SCALES

The ground scale used in the main rules is 1mm = 1 pace, with a pace taken to be two feet. Naturally this will vary if using different figure or unit sizes. My own infantry units represent around 600 men in 3 ranks if in close order, or a similar number in looser order for light infantry. (The rationalisation here is that close order infantry bases are actually way too deep for the formation they represent: whilst light infantry will actually fill the full space represented by their base depth). Cavalry regiments represent around 400 cavalry. Thus there is no set ratio of miniatures to real men: it is about space occupied. Artillery is

more straightforward as a battery is always a single base, taken to represent 4 actual guns.

One turn represents 10 minutes of real time. This gives plenty of time for a double move if your units are fortunate enough to get one – for example, in 25–28mm scale, infantry moving at 75 paces a minute will cover a 40cm double move (400 paces) in less than 6 minutes, giving time for a few volleys as well. It should be assumed that less active units are dressing lines, awaiting clear orders, or are otherwise delayed by the uncertainties and confusion of battle. Having a 10-minute move also allows plenty of time for formation changes and moves to the side and rear, so a reasonably free and easy movement system is possible. Finally, as I have already said, plenty can happen in a turn using these rules; a 10-minute move makes this reasonable.

CREATING YOUR ARMIES

Now let's see how we put together an army for *Honours of War*. Remember, all that follows assumes 25–28mm miniatures, and the basing scheme is merely my own personal preference.

BASES

A close order infantry base has 4 infantry figures on a base 4cm square. A light infantry base has just 2 figures on the same size of base. A cavalry base is 5cm square and has 2 mounted figures.

In *Honours of War* the effect of battalion guns is included in the firing statistics of close order infantry battalions. I myself do not include battalion gun models in my units. However, if you prefer to do so, mount a light gun model and 2 crew on a base as close as possible in size to a normal infantry base, and either substitute this for one of the infantry bases or add it as an extra base. These battalion gun bases should be treated in all respects as an ordinary infantry base.

Light artillery being used as a separate battery has one gun model with 2 crew on a 6cm square base. Medium gun bases have 3 crew and are 7cm square. Heavy gun bases have 4 crew and are 8cm square. Each artillery base should be accompanied by a limber with a suggested base size of 5cm x 12cm for medium and heavy guns (2 horses for medium guns, 4 for heavy), or 5cm x 7.5cm for light guns (1 horse). I suggest guns (but not the crew figures) be kept loose and are hooked to the limber when moving. When unlimbered, place the gun on the base amongst the fixed crew figures. Limbered artillery are therefore no wider than a cavalry march column and fit nicely across bridges and along roads. Artillery crews who are forced to abandon their guns can also be accommodated by this arrangement. The gun stays where it is and the base with crew is retired.

UNITS

Infantry battalions, cavalry regiments and artillery batteries are the basic game units. A close order infantry or light infantry battalion will have 5 bases, making 20 figures to a unit for close order infantry (assuming no battalion gun models), and 10 figures to a unit for light infantry A standard cavalry regiment will have 4 bases, giving 8 figures to a unit. One base in each infantry or cavalry unit can include officers and standards as appropriate, but this base will be decorative only and will have no special function.

Artillery bases operate singly as batteries, but their limber base counts as part of the unit. This means an artillery unit can receive fire or be meleed even if only the

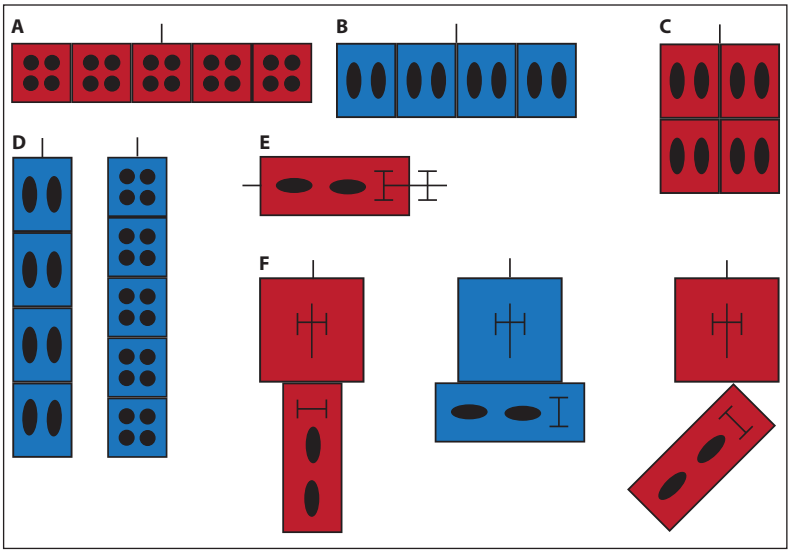


Diagram 1: Formations
A: Infantry battalion in line.
B: Cavalry regiment in line.
C: Cavalry regiment in double line.
D: Cavalry regiment and infantry battalion in march column.
E: Limbered artillery.
F: Unlimbered artillery examples. Provided the limber base is in contact with the rear of the battery base, place it as required.

limber base is involved, although this will be rare. Although battalion guns are not represented separately, light guns did sometimes form all or part of positional batteries and their mobility could be especially useful in *La Petite Guerre*, so rules for separate light artillery batteries are included. Light guns supporting light infantry battalions are assumed to have a more independent role and are represented by separate batteries.

In real life, of course, unit sizes could vary due to differences in national organisation, as well as the loss of troops on campaign through casualties, sickness and desertion. The use of standard sized units in *Honours of War* is a deliberate policy to simplify the rules and ease game play. There is an optional rule that allows for smaller and larger units that you will find in the optional rules section.

Standard formations for close order infantry battalions and cavalry regiments are line (all bases next to each other) or march column (all bases one behind the other). Cavalry may in addition form into a double rank of bases, but this still counts as line. Artillery limber bases must always remain in contact with the rear edge of their associated artillery bases when artillery is deployed. Limbered artillery and transport units always count as being in march column.

For both infantry and cavalry, an irregular line may be adopted to conform with terrain features like the edge of a wood if necessary.

Light infantry battalions may adopt any shape or formation provided all bases touch each other at some point.

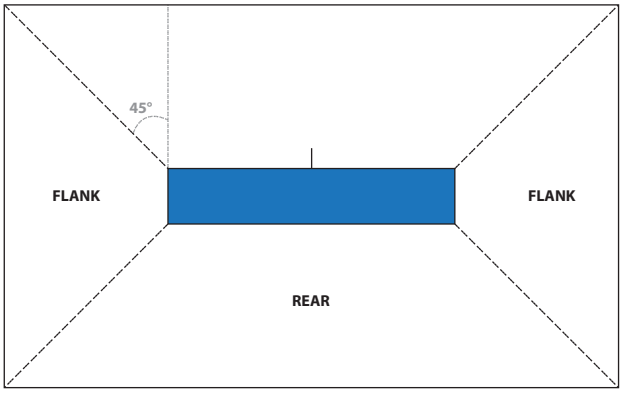
Diagram 2 indicates how the flank and rear sectors of a unit are defined.

UNIT CLASSES

Units may be classed as **superior**, **standard**, or **inferior**. Guard and grenadier infantry as well as cuirassiers and other heavy cavalry are normally classed as superior. Most close order line infantry, and medium cavalry like dragoons, will be classed as standard. Low quality formed units like garrison troops or the Prussian *Freikorps* will be classed as inferior. Light cavalry and light infantry came in a variety of types of varying quality, and so might be rated standard or inferior. It is worth noting that for light cavalry, we are considering their potential as formed units in battle situations. Cavalry that were excellent for outpost duty or reconnaissance might therefore receive a lower rating for the purposes of these rules. Artillery will usually be considered standard class, but there are exceptions. Transport units are always classed as inferior.

These initial notes just give you an overall feel – the National Differences section (p.39) gives my suggestions for classing troops of all the participating nations.

Diagram 2: Unit Flanks and Rear



BRIGADES

Brigades in the Seven Years War were not permanent formations. Regiments and battalions would be shuffled into different brigade sized groupings as required for each operation or battle. Nevertheless, the brigading of units was fundamental to how armies were controlled in battle, so they are an important part of *Honours of War*.

The units of your army should therefore be organised into brigades, normally of 2 to 8 units. Cavalry and close order infantry cannot normally be mixed within the same brigade. Artillery and light infantry may be brigaded as required with other troop types, although cavalry brigades in particular tended to include just cavalry.

Artillery batteries may be grouped together in artillery-only brigades representing 'massed batteries', if you wish. Heavy guns were often used in this way.

BRIGADE COMMANDERS

Each brigade will have a brigade commander. These may usually be considered as Major Generals, although small infantry brigades of 2 or 3 battalions might be considered as a regimental group commanded by a Colonel. Brigade commanders are represented by a separate, mounted figure, or a small vignette of a couple of figures if you wish.

Brigade commanders, regardless of their rank or the size of their brigade, should be rated **dithering**, **dependable** or **dashing**. These ratings can be decided arbitrarily to fit in with a scenario, be judged according to historical performance if reconstructing a real battle, or diced for by using the simple tables in the National Differences section. If using the latter method, either dice for each available brigade commander, and then allocate these to the pre-organised brigades, or dice for each brigade commander once his brigade is deployed on the table. The latter is my preferred method, as it tends to recreate the frustration of an overall commander coping with brigade commanders of varying quality. Winning despite being saddled with a bunch of dithering brigade commanders is both entirely possible and very satisfying.

Units of the same brigade must normally stay within a 15cm **command distance** of their brigade commander, or remain within 5cm of each other if outside this distance. These units are 'in command'. Units not complying with these conditions must make an **initiative roll** of 4–6. If they succeed, they count as in command and respond to orders as normal. If they fail, they will act as for 'poor' command performance (see p.18). Add one to the initiative roll for superior units, deduct one for inferior units.

Brigade commanders move after all the units in their brigade have been moved, using the rules for command figures.

Brigade commanders are removed when all the units in their brigade are Done For. If *all* the units in a brigade retreat, the brigade commander may be moved back with them, even if he has already moved.

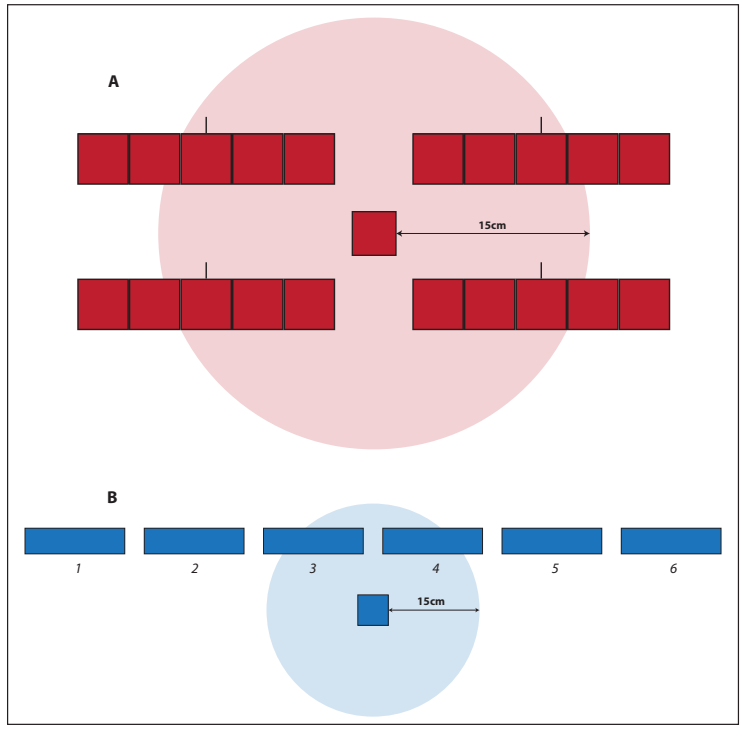


Diagram 3: Brigades
A: A brigade of 4 infantry battalions, all within 15cm of their brigade commander and, therefore, all 'in command'.
B: A brigade of 6 infantry battalions. Battalions 2 and 5 will be 'in command' if they are within 5cm of units 3 and 4. Assuming this is the case, then battalions 1 and 6 will also be 'in command' if they are within 5cm of 2 and 5.

(Crusader Miniatures)

INDEPENDENT UNITS

Sometimes your scenario, or your need for a bit of flexibility in deployment, will make it handy to have units that can be deployed singly. These are called independent units. Light infantry battalions, light cavalry regiments and artillery batteries would be the classic choices to act as independent units, but any unit may be selected for independent use if you so decide. Independent units act as single-unit brigades, and are considered to be commanded by their own battalion, regimental or battery officers. Therefore they have no separate command figure. For command purposes, all independent units should roll as 'dependable'.

HOW MANY BRIGADES AND INDEPENDENT UNITS?

In any army, the maximum number of independent units you may have is always 3. This means small 'armies' engaged in *La Petite Guerre* may have a significant proportion of independent units, to allow the required flexibility when playing smaller games. Larger armies may not need any independent units at all, but a maximum of 3 will ensure they can have a few if needed.

Brigades in larger real battles would commonly be of large size, perhaps containing 6 to 8 units, whilst in smaller battles they might be in small groupings of just 2 units. You can brigade as you like, but as a rule of thumb, take the number of units in your army, deduct those you wish to be independent, then divide this reduced number by 3, rounding down. This is the *maximum* number of brigade commanders your army may have. You may well find you need one or two less. If you find that a very small 'army' is not entitled to a brigade commander once you have selected the independent units, then the commanding general becomes the brigade commander for the non-independent units.

COMMANDING GENERAL

This figure represents the player, and is not normally rated in the fictional scenarios that form the bulk of most games. For historical scenarios a rating system may be useful, and this is provided below. A vignette of 2 to 4 figures should represent your commanding general.

(Front Rank Figurines)

The commanding general may always move first in any turn, and his appropriate placement will often be crucial to success. The commanding general can encourage and direct *one* brigade commander or independent unit per turn. If the commanding general moves to within 15cm of a brigade commander, a dithering commander becomes dependable, a dependable commander becomes dashing, and a dashing commander adds 1 to his command die roll. Independent units will count as dashing. The effect ceases when the commanding general moves away.

Commanding generals can also use their influence to remove a hit from a unit during the 'Rally' phase – see that section (p.35) for details.

The commanding general does not take direct charge of individual units or brigades.

When playing an historical scenario the commanding general may be rated dithering, dependable or dashing in accordance with his actual abilities, as far as these can be judged.

DITHERING COMMANDING GENERAL

(Front Rank Figurines)

Poor commanders generally failed by being unsure of themselves and their duties, resulting in a lack of resolve and ideas (however confident they attempted to appear to their subordinates). Other common traits were an inability to communicate effectively and a lack of activity around the battlefield. Excessive ardour and rashness were much less common.

Therefore, if saddled with a dithering commanding general, the wargamer has little more to do than position his man in a location where the opposing player may most easily admire the beautifully modelled command vignette. An inferior commander can have no positive influence on any of his brigade commanders or independent units, and does not have the charisma to rally any hits from his units. As a general reflection of the debilitating influence of a poor commander, any command performance results of 'admirable' or 'inspiring' are reduced to 'steady' on a roll of 1–2. This roll is taken every time an admirable or inspiring command performance occurs, regardless of the position of the commanding general.

DEPENDABLE COMMANDING GENERAL

Use the normal rules for an unrated commander.

DASHING COMMANDING GENERAL

The hard riding characteristics of most good generals, and their ability to somehow always be where they are most needed, is reflected in an increased move distance of 80cm, and an increased radius of influence of 20cm.

The invigorating influence of a dashing commanding general means that any command performance of 'poor' or 'feeble' is uprated to 'steady' on a roll of 5–6, regardless of the presence or otherwise of the general figure. The strength of character of our outstanding general is reflected in the fact that he can rally off 2 hits from a unit when he is within 5cm, although as usual the last hit can never be rallied off.

Otherwise the effect of a dashing commanding general is the same as for a dependable general.

COMMAND FIGURES IN GENERAL

Movement of command figures is not affected by intervening passable terrain or friendly units. However, they may not move through impassable terrain and their movement path should avoid enemy units by at least 10cm. No command figure may be moved into a position closer to enemy units than to friendly ones.

Command figures in *Honours of War* cannot be targeted for fire or melee. They do not block line of sight or line of fire. They do not block movement and should be moved aside the minimum distance necessary if required. If such a movement is likely to create an advantage or disadvantage to either side, use a dice or mutual agreement to decide which way the command figure moves.

However, command figures may well be in danger during the game. If a command figure is within normal command distance of a unit that has received firing hits this turn, or is in the line of fire of infantry, or artillery firing canister (enemy or friendly), check for possible command casualties. Do this after firing has taken place but before fire reaction. A roll of 11–12 using 2D6 means the officer concerned has been killed or wounded, and his subordinate will take over. Make the same test whenever a command figure has to be moved aside to make way for an enemy unit. When a command casualty occurs, dashing commanders become dependable, dependable become dithering, and dithering commanders deduct 1 from their command roll. An unrated commanding general counts as dithering for the rest of the game.

ORDERS OF BATTLE

These rules do not specify orders of battle or provide army lists. If the fancy takes you, there is no reason why you shouldn't game with a cavalry-only force, or forces where grenadiers are the only infantry. Outside of the major battles, forces of widely varying composition were engaged.

However, for artillery a good rule of thumb is a maximum of one battery per infantry brigade in the early war period, rising to a maximum of two per infantry brigade from around 1759. You will find that a higher proportion of artillery changes the nature of the game significantly, in accordance with historical precedent. As to types of artillery, I suggest no more than 1 in 3 batteries as howitzers or heavy guns as a general rule.

TERRAIN

Scenario-specific terrain rules of your own devising may be applied whenever you wish, but these basic terrain rules can be applied in most games. It is worth noting that the countryside of Central Europe in the 18th century was often considerably more open than the countryside of modern day Western Europe, and your tables can be relatively uncluttered, although in some areas woods were more extensive than now.

Items of terrain will either have no effect, cause movement to be halved, or be impassable. When moving partly through terrain that halves movement, and partly through open terrain, it is usually easier to measure the distance moved through the limiting terrain and double it to help calculate the total move that can be made. For example, 4cm moved through a wood to its edge by close order infantry will count as 8cm, leaving 12cm available for movement outside the wood.

Note that only built up areas have a specified size. All other types of terrain can be any width, length or shape you want.

The initial Prussian attack on the Allied left wing at Leuthen, by Adam Hook © Osprey Publishing. Taken from Campaign 113: *Rossbach and Leuthen 1757*.

COVER DEFINITIONS

'Light cover' is woods, hedges, walls, and fences. **'Heavy cover'** is entrenchments. **Built up areas** – these are *always* light cover to artillery firing roundshot, or howitzers firing shell. Against infantry or canister fire they may be light or heavy cover according to type. Villages or small towns judged to be fairly open and consisting mainly of wooden buildings along with various enclosures are termed 'rustic' and can be designated as light cover. More densely built villages and towns with mainly stone buildings and walls are termed 'urban' and can be designated as heavy cover. Built up areas of either type can be fortified before a game, in which case the units inside count as entrenched.

(Crusader Miniatures)

LINEAR OBSTACLES

Walls, hedges and fences are not an obstacle to any infantry movement but take half a move to cross for cavalry, artillery or transport. They will count as cover if they are across the line of fire between units. Only if the firing unit is actually in contact with the obstacle in question whilst the enemy is not, can they claim the enemy to be in the open. **Lines of trees** are the same as walls, hedges and fences, except that they block line of sight, so that firing through them is not allowed unless the firer is in contact with the treeline.

Entrenchments are always impassable to cavalry, artillery or transport, take half a move to cross by formed infantry, but are no obstacle to light infantry. Entrenchments only count as heavy cover if actually occupied by the defending unit. If they are only between units they count as light cover. Units in entrenchments fired at from the rear count as in the open.

WOODS

Woods halve the movement of all troops except light infantry and light cavalry, whose movement is not affected. To fire out of a wood, or to be seen and fired at when occupying a wood, troops must be placed at the edge. If opposing forces are fighting within a wood, the maximum visibility distance is 15cm, and both sides count as being in cover, except that chargers count as being in the open.

ROUGH GROUND

Rough ground includes marshes, rocky terrain, areas of heavy scrub or any patch of ground where movement would be significantly reduced for formed troops. Rough ground is impassable to artillery or transport, and halves the move of all other troops except light infantry and light cavalry, whose moves are not affected.

HILLS

These may be gentle or steep. **Gentle hills** do not affect normal movement but have all the usual properties of elevation, including melee advantage and cancellation of charge bonus (see main rules). **Steep hills** halve the movement of most troops whether climbing or descending; only light infantry are not

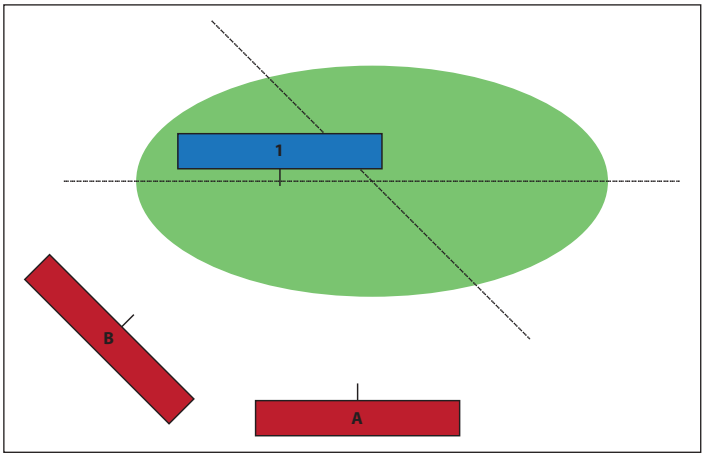


Diagram 4: Hill Crestlines
Unit A cannot see or fire at unit 1, as it is behind the crest of the hill relative to A. Unit B can see unit 1, as it is in front of the crestline relative to B. If B fires on unit 1, there will be no deduction for a difficult target, as most of unit 1 is in front of the relevant crestline.

affected. Steep hills are impassable to artillery or transport. Wooded steep hills will reduce formed troops to one quarter speed, light cavalry to half speed, but do not affect light infantry.

Hill crestlines run through the centre of a hill, parallel to the front of the observing unit. Only enemy units on or in front of the crest line can be seen.

ROADS

Any type of unit in march column on a road may move through woods, rough ground or a built up area without penalty. Roads will not normally cross steep hills.

RIVERS AND STREAMS

Streams are crossable by formed infantry and cavalry at the cost of half a move. Light infantry and light cavalry take no deduction.

Rivers can be impassable or fordable. **Impassable rivers** can be crossed only at bridges or fords. **Fordable rivers** can be crossed anywhere by all infantry and cavalry, who end their initial move in the middle of the river then move off at half rate on their next move. Light units have no advantage in this case. While in the river infantry fire with a -1 modifier. Enemy holding the far bank will count as uphill if charged and meleed.

Artillery and transport must cross fordable rivers and all streams by bridges or designated fords.

Movement through a **designated ford** is in march column, at half speed for all troops except light infantry and light cavalry. Fire and melee when fording will be as normal for a march column.

BUILT UP AREAS

These are based on individual blocks about 20cm square or the rough equivalent. It is usually most convenient to create a built up area (BUA) from a base of suitable size on which model buildings may be placed as required. BUA blocks may be combined to create larger areas. Each block can accommodate a maximum of 2 units (units passing through on roads do not count towards this total). Mounted cavalry cannot occupy BUAs and may not charge or melee units in BUAs. Infantry (close order or light) must have half of their move in hand to count as occupying a BUA once they reach it. If they do not, place them outside the BUA on its nearest edge. On leaving a BUA place the unit in the required formation outside the BUA with no base more than half a move from the nearest edge. Cavalry and artillery halt at the edge of a BUA then occupy it next turn, when they are assumed to be dismounted or unlimbered (regardless of any National Differences). When leaving, cavalry remounting are placed outside the BUA but in contact with an edge. Do the same for artillery whether limbering or manhandling, once again regardless of National Differences. Units in BUAs do not have to adopt the usual formations – just place the stands within the BUA as convenient. Artillery units may leave their limbers outside if necessary for space reasons.

(James Roach)

Close order infantry move *through* BUAs at half rate (unless in march column on a road), light infantry at full rate. Mounted cavalry may only move through BUAs on roads in march column.

Firing and visibility within BUAs is as per woods. BUAs may count as light or heavy cover (see 'Cover Definitions', p.15).

Units in BUAs are assumed to be in all round defence and can fire and melee in more than one direction. If more than one unit is occupying a built up area, the owning player must designate which faces of the BUA each is defending. If 2 infantry battalions or 2 artillery batteries are in defence, they cannot be intermingled and must each be allocated 2 discrete faces of the BUA. If an artillery battery and an infantry battalion share the defence, the guns may be deemed to be deployed amongst the infantry if desired, so that both may fire or melee from any one face, each deducting from their fire or melee dice as below. Casualties suffered are shared between both units. A unit or units meleeing on one face of a BUA *may* fire or be fired at on another face.

If fighting in one direction only a defending battalion will -1 from its fire and melee dice, if fighting in 2 directions it will -2 in each combat, in three directions -3 etc.

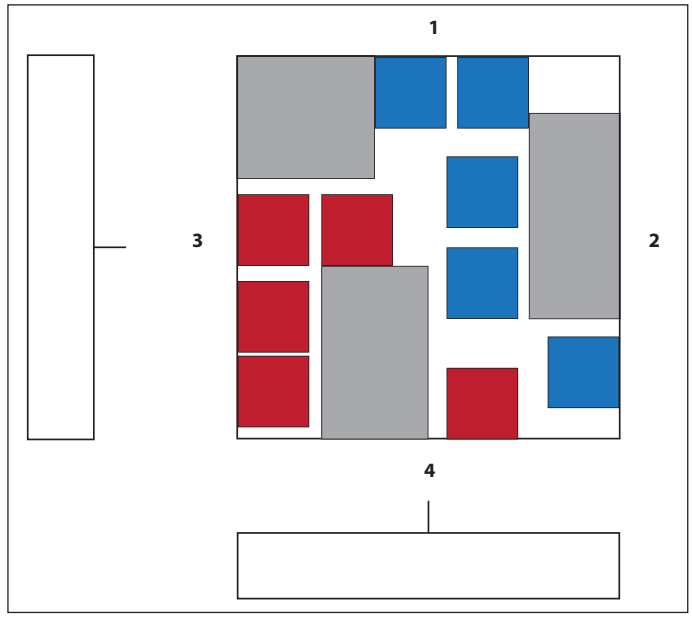


Diagram 5: Built Up Areas (BUAs)
A BUA defended by 2 infantry battalions. The blue battalion defends edges 1 and 2, while the red battalion defends edges 3 and 4. The individual bases have been arranged around the buildings wherever there is space. Two enemy battalions are engaging the red unit in a firefight. The red battalion can fire at both attacking battalions, but in each engagement it will deduct 2 from its firing dice.

Firing or melee hits against a BUA defended by two units should be distributed between the defending units by agreement between players or a die roll, if both units are likely to be affected.

When a unit defending a BUA retreats or routs, it must always leave the block it is in. If one of two units in a BUA is forced to retreat or rout, the other unit may continue to defend the BUA, although it will first take hits as if being retreated or routed through (see firing and melee sections).

In large BUAs made up of more than one block, treat each block separately and specify exactly which units are defending each block. This should make resolving any fighting easier.

PLAYING *HONOURS OF WAR*

With the armies organised, the scenario selected and the table set up, we can now commence the rules proper. Unless otherwise specified, all distances are measured between the nearest edges of the respective bases and are unaffected by intervening terrain or troops of either side. Players should agree before the game whether pre-measurement will be allowed.

TURN SEQUENCE

Each turn is divided into 8 phases. Both sides participate in each phase of the turn.

1. Move commanding generals.
2. Dice for movement initiative.
3. Movement phase, including charges and firing at chargers.
4. Dice for firing initiative.
5. Firing phase: firing followed by reaction.
6. Melee phase: melee followed by reaction.
7. Rally phase.
8. Check Army Breaking Points.

1. MOVE COMMANDING GENERALS

The turn begins with each side moving their Commanding General to the position where they consider he will be most effective in the coming turn. Movement is in accordance with the rules for command figures already given.

Once moved, the Commanding Generals cannot be voluntarily moved again this turn.

2. MOVEMENT INITIATIVE

Each side rolls a die for movement initiative, the highest winning. Some nations may add or deduct to this roll to give them an advantage or disadvantage – see 'National Differences' (p.39). If one side has been designated the attacker, this side always adds 1 to its roll. Re-roll draws.

A designated attacker always has the initiative in the first turn.

3. MOVEMENT PHASE

GENERAL

During the movement phase, first one side moves a single brigade or independent unit, then the other side does the same; this alternate play continues until all brigades and independent units from both sides that want to move have done so. The player with the initiative can decide whether to start or make his opponent do so.

Units that have moved receive a negative modifier when firing, so in larger games players may wish to mark units that have moved as a reminder. Green tiddly winks or small pieces of lichen make clear markers that are not too intrusive.

No unit may ever move more than a double move in a single turn, except to counter-charge, or evade having already moved.

COMMAND PERFORMANCE

Every turn, before moving each brigade or independent unit, dice for command performance on the following table. Units in a brigade do not have to all make the same move: each unit moves individually as required. Brigade commanders move after all the units in their brigade have been moved, using the rules for command figures.

Command Performance			
D6 Roll	**Dithering**	**Dependable**	**Dashing**
1	Feeble	Poor	Steady
2	Poor	Steady	Steady
3	Steady	Steady	Steady
4	Steady	Steady	Steady
5	Steady	Steady	Admirable
6	Steady	Admirable	Inspiring

- **Steady** – Each unit in the brigade, or the independent unit, may make up to one normal move this turn.
- **Poor** – The brigade or unit may not advance towards the enemy this turn. Only movement away from the enemy (single moves only), formation changes in place, or facing changes in place are allowed. Counter-charges are however allowed, under the normal rules. Artillery may limber or unlimber.
- **Feeble** – As 'poor', but if half or more of the units in a brigade have hits, the whole brigade moves one move away from the enemy. Independent units are counted as dependable so will not normally suffer a 'feeble' command performance.
- **Admirable** – Each unit in the brigade, or the independent unit, may make up to two normal moves this turn.
- **Inspiring** – As 'admirable', plus each unit in the brigade or the independent unit *must* make at least one normal move towards its nearest enemy. The enemy must be charged if within one move (after allowing for any terrain deductions). However, if being directed by the commanding general all movement is optional. Charging is optional if friends have already contacted the enemy unit. All units also immediately rally off one hit (the last hit on a unit may never be rallied off).

(Front Rank Figurines)

Brigaded units not in command, which fail to make the initiative roll noted in 'Creating Your Armies' will act as for 'poor' command performance.

NORMAL MOVES

Normal Moves		
Close order infantry	20cm in line, 25cm in march column	
Light infantry	25cm in any formation	
All cavalry	30cm in line, 40cm in march column	
All limbered field artillery	20cm, 25cm on roads	
Manhandle light/medium/heavy guns	To front or rear: 15cm/10cm/5cm	To flank: 10cm/5cm/no move
Horse artillery	30cm, 40cm on roads	
Transport	15cm, 20cm on roads	
Command figures	60cm at all times	

INFANTRY AND CAVALRY MOVEMENT

Close order infantry and all cavalry units can move in any direction provided they start and finish in the same formation. If *any part* of the unit moves into its flank or rear sectors, its move may be reduced by one quarter or one half, as shown in the National Differences section (p.39). There is never any deduction for wheeling to the front.

Light infantry of any class do not deduct for movement into their flank or rear sectors.

Movement to the flank or wheeling more than 45° is not allowed within 20cm of the enemy.

In all cases, no part of any base may move further than the allowed maximum.

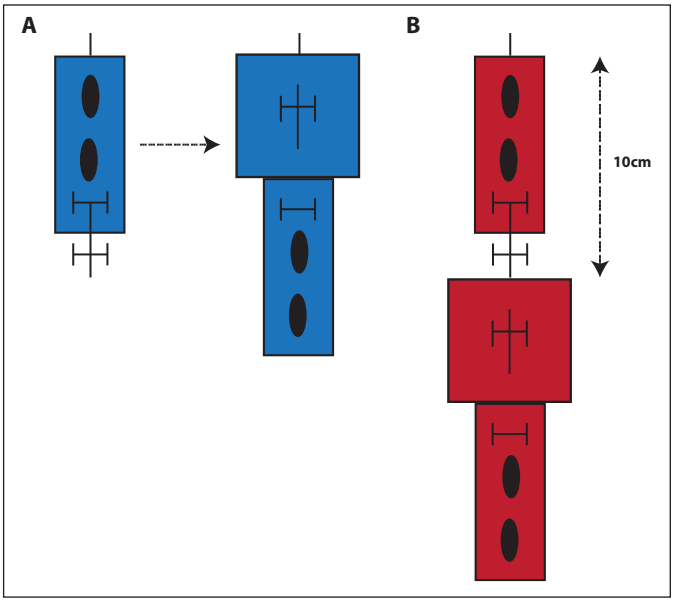


Diagram 6: Limbering and Unlimbering
A: A French artillery battery unlimbers. This takes a full move, so the models are simply rearranged in the same space. The gun is unhooked and placed on the battery base, while the limber base is placed behind it.
B: A Hanoverian battery limbers up and moves forward. In this case, limbering takes half a move, so the forward edge of the limber base is placed 10cm forward of the original position of the battery base. The gun is removed from the battery base (which is set aside) and hooked to the rear of the limber.

ARTILLERY AND TRANSPORT MOVEMENT

Artillery takes either half a move or a full move to limber or unlimber, as noted in the National Differences section (p.39). If limbered, artillery always moves at half rate to its flank or rear. Unlimbered artillery being manhandled can move in any direction provided no part of the base goes further than the allowed distance: the manhandle move is also used to pivot gun batteries if required. Artillery in entrenchments may not pivot. Manhandling may be subject to deductions noted in the National Differences table.

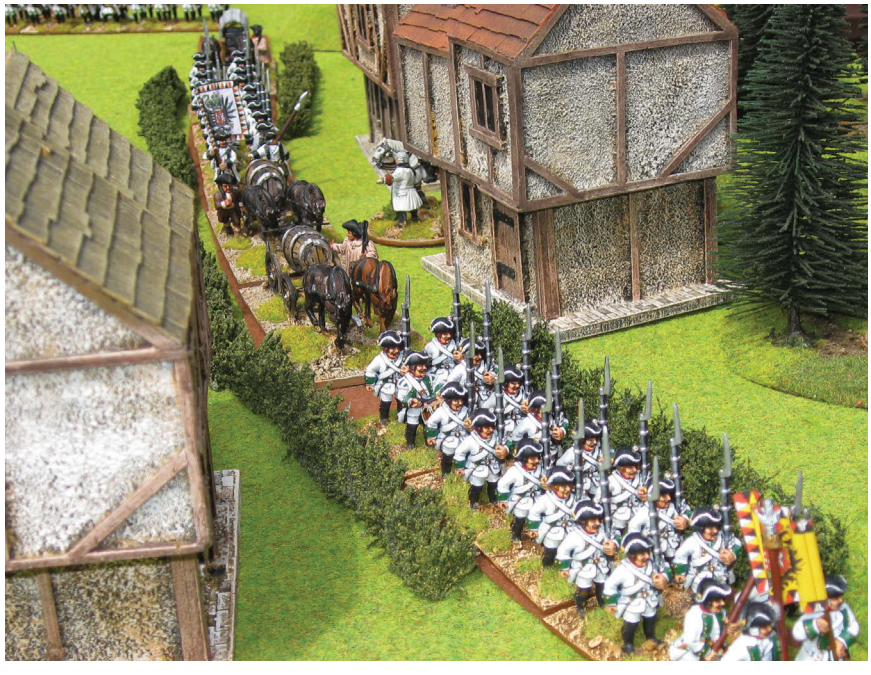
Measure movement from the front edge of the gun base if limbering, and from the front edge of the limber base if unlimbering (see Diagram 6). Artillery that has unlimbered in the current turn counts as having moved when firing. Once unlimbered, the limber base can be moved around as required to make way for other troops, provided it remains in contact with the gun base.

Artillery crews who abandon their guns move at light infantry speed.

Transport units also move at half rate to their flank or rear.

MARCH AND ROAD BONUSES

Infantry and cavalry units in march column which remain more than 60cm from all enemy units may double move when command performance is 'steady'. Limbered artillery (but not transport units) on roads that remain more than 60cm from the enemy may do the same.



(Crusader Miniatures)

FORMATION CHANGES

Light infantry never incur a penalty to change formation.

Formation changes for close order infantry and all cavalry may take a whole move, half a move or incur no deduction, as specified in the National Differences section (p.39). However, any unit classed as inferior will always take at least half a move to change formation. Turning to face to the rear counts as a formation change. In all cases use the 'line' movement distance in a move phase during which a unit changes formation.

When changing formation, move the leading base to the required position up to the allowed distance, and then arrange the rest of the bases in the new formation regardless of how far they need to move.

Cavalry changing from a single rank of bases to a double rank of bases (and vice-versa) counts as a formation change, even though both formations count as line for movement and combat.

Formation changes in any terrain that halves movement for a particular troop type will always take a full move, regardless of what is stated in the National Differences section.

Emergency formation changes made in response to a charge ignore the above rules (see 'Charges', below).

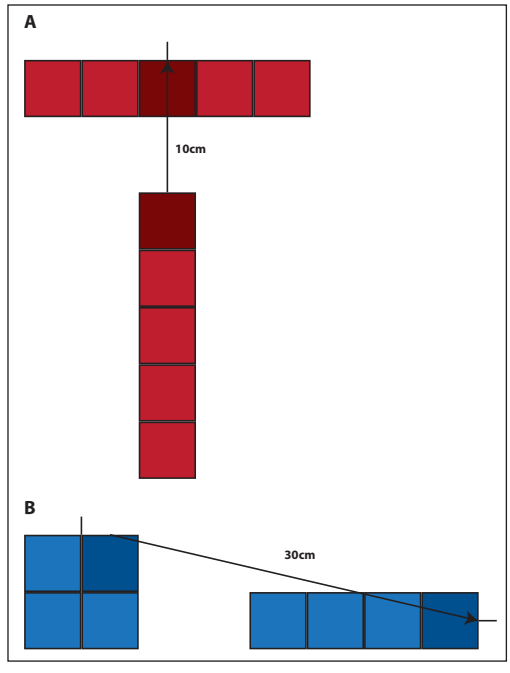


Diagram 7: Formation Changes
A: An Austrian close order infantry battalion changes from column to line while advancing. The leading base moves forward half a normal line move, then the other bases are arranged on either side.
B: A Prussian cavalry regiment changes from double line to column, and moves off to its right. The leading base moves a full normal line move, then the other bases are arranged behind it.

DISMOUNTING CAVALRY

Cavalry mounting or dismounting takes half a move. Replace each cavalry base with a light infantry style base containing 2 dismounted figures. Retain the cavalry command base to represent horse holders etc. Dismounted cavalry count as light infantry.

MOVEMENT OUT OF FORMATION

Units in an irregular line that conforms with terrain must reform into line or column before moving, which will count as a formation change.

INTERPENETRATION

Units may pass voluntarily through friendly units (including reforming units) but deduct half their move, unless either or both of the units are light infantry or deployed artillery in which case there is no deduction. Unless both units are light infantry or deployed artillery, the unit being interpenetrated must remain stationary that turn. Interpenetrating units must always have enough move to end clear of the unit they are moving through. If they don't, the interpenetration is not allowed. Interpenetration along the length of a line formation or from front to back of a march column will usually be impossible. Voluntary interpenetration is not allowed if either unit starts 20cm or less from the enemy.

If at any time friendly units end up superimposed as a result of a *forced* move, move the interpenetrating unit the minimum extra distance needed to resolve the issue.

CHARGES

Charges are simply normal moves that end with the charging unit physically contacting an enemy unit. They may represent a cavalry unit galloping or trotting into contact, or an infantry unit marching forward with the bayonet. There are no tests required to make a charge and there are no special charge moves. As long as the charging unit can see the defending unit at some point before contact, the charge can take place. Taking into account that a turn may represent up to 10 minutes, charges may take place over intervening obstacles and may follow a formation change, as long as sufficient move

The Austrian Botta infantry regiment repels the charge of the Normann Dragoons, by Adam Hook © Osprey Publishing. Taken from Campaign 91: *Kolin 1757*.

distance is available to make contact. You cannot normally charge through your own troops, but units with a double move may interpenetrate friends during the first move before charging on the second move. There may well be a loss of charge bonus for charges in certain circumstances: these are specified in the rules for the melee phase. As long as at least half the attacking unit can be moved into contact a charge can occur.

Charges can take place as required during the movement phase, and do not have to be done first. This means other units may be moved out of the way to make a charge possible, if the moving player so chooses. Once a unit has been successfully charged it is fixed in place until the melee phase.

Units in march column cannot normally charge. The only exception is that close order infantry or any cavalry may charge in march column against light infantry. Infantry of any kind may not charge cavalry; light infantry may charge other light infantry but may only charge close order infantry frontally if their target is in march column or is already in melee with another unit. They may charge close order infantry in flank or rear, but if these units turn to face the light infantry must stop half way through their charge. Artillery may never charge. Cavalry cannot charge troops in BUAs or entrenchments. Units 20cm or less from the enemy must charge the enemy unit most directly to their front, unless the difference in charge distance is 5cm or less, in which case see below.

A unit may only be charged (or counter-charged) by one enemy unit in each of its sectors. Units should then be lined up opposite each other as far as possible for the subsequent melee, even if this means some bases moving further than their allowed distance. In rare cases a single unit must charge two enemy units if it wishes to charge at all, because they are close together, roughly equidistant from the charger (meaning the difference in distance is no more than 5cm), and there is insufficient space to pick one out as the target. In such cases, the charger may end up in a melee fighting 2 enemy units in one of its sectors.

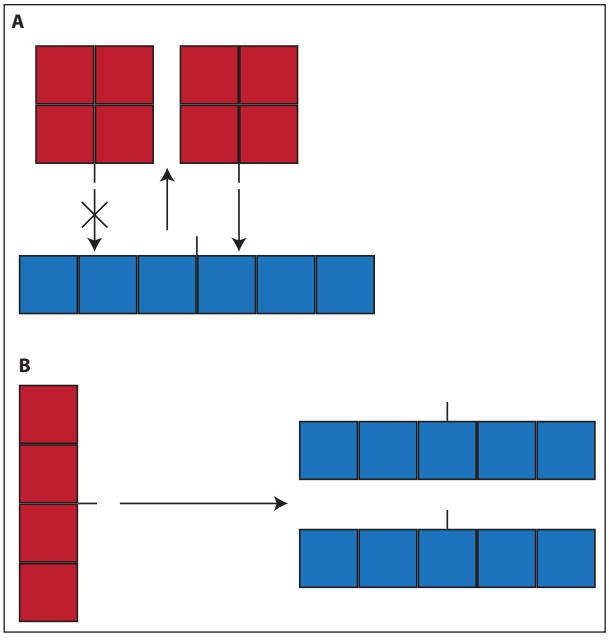


Diagram 8: Charger Contacting More Than 1 Enemy Unit
A: Two standard cavalry regiments in double line face one large cavalry regiment in single line. The two regiments cannot both charge into the single enemy – one must charge, and the other can support. If the enemy regiment counter-charges, it will only contact the regiment actually charging it. If the large regiment decides to charge first, it must contact both of its opponents, as they are equidistant from the charger and too close for the charger to manoeuvre to contact one only. If the opposing pair of regiments both counter-charge, one must be selected to do so, and the other must support as normal. If no counter-charging takes place, the large regiment faces a melee against 2 units in its front sector.
B: The cavalry regiment is in a position to charge both enemy infantry battalions in the flank. Alternatively, it has space to move obliquely and engage just one. In the latter case, if the uncontacted infantry battalion is within 5cm of either the contacted battalion or the enemy cavalry, it may support the contacted unit

COUNTER-CHARGING

Units may only counter-charge enemy units that they would normally be allowed to charge. Cavalry may automatically counter-charge if the attackers move more than half their normal move distance to get into contact. Otherwise they may only counter-charge on a throw of 4–6. Infantry may only counter-charge on a dice throw of 4–6 in *any* circumstances. In both cases, +1 for superior units, -1 for inferior units. A unit may counter-charge even if it has already made a double move that turn. Counter-charges are made immediately regardless of movement initiative, and counter-charging units meet their opponents at the halfway point between the units. A maximum of 2 units from the same brigade as the counter-chargers may also move forward in support. These units can only support and may not move a greater distance than the counter-charging unit (see 'Supporting a Melee', below). Units charging across the front of enemy units may be intercepted by counter charges from those units, or be allowed to contact their target then charged as below in 'Reinforcing a Melee'.

REINFORCING A MELEE

As the turn progresses, other units of either side may move into a melee already formed by an initial charge. Use the counter-charge rules to decide whether units can charge in and reinforce. As units can only be charged in one of their sectors, reinforcing units must be in a position to charge one of the vacant sectors of their target unit. These reinforcing troops will get the charging bonus if applicable.

SUPPORTING A MELEE

Units 5cm or less from a friendly unit in melee, or 5cm or less from an enemy unit which is in melee with friends, and which are not themselves in contact with an enemy unit, can add 1 to the melee die roll of their friends, up to a maximum of 2. Artillery, any reforming unit or any unit with 4 hits cannot support a melee.

(Front Rank Figurines)

(James Roach)

EVADING

Light infantry and light cavalry may move out of turn to evade contact, even when charged in flank or rear. Light infantry may fire as they do so. There is no need to state whether units will be evading until contact is actually made. Move the chargers into contact (noting how far they have moved), then move the evading unit away up to their maximum move distance, making appropriate deductions from the 'Moving' section (p.19). Chargers then halt for that turn (representing the delaying tactics of light troops) unless cavalry are charging light infantry in the open. In the latter case, chargers continue into contact with the evaders if still in range. If they are not in range of the evaders, chargers may halt, complete their move, or charge another unit in range, as preferred.

No other type of troops may evade. Units that have evaded cannot move again that turn.

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FLANK OR REAR CHARGES

A unit may be charged in flank if more than half the charging unit is in the flank sector of the defending unit. A unit may be charged in rear if more than half of the charging unit is in the defender's rear sector. The unit being attacked has a chance to turn and face only if the chargers are using more than half their normal move to get into contact. In this case they succeed in turning on a throw of 4–6. Add one if the defenders are cavalry or light infantry, deduct 1 if the defenders are from an army that deducts half a move for movement to the flank or rear. If already engaged to the front the defenders cannot turn to face. Even if units turn to face they cannot counter-charge, but they can fire (counting as moving).

Only units that have a double move may charge the flank of an enemy unit if they start from its front sector (or charge a rear sector when starting from a flank). They must reach the flank or rear sector in the first move. The defenders will be able to turn and face automatically, unless already contacted in another sector.

CHANGING FORMATION WHEN BEING CHARGED

Defenders may attempt to change formation when being charged from the front (usually units in column attempting to form line or artillery unlimbering to fire). Use the same overall procedure as turning to face a flank or rear charge. However, for the dice roll, add 1 if cavalry or light infantry, deduct 1 if from an army that takes a full move to change formation or unlimber.

FIRING IN THE CHARGE PHASE

Infantry or artillery units being charged can fire at their attackers at any point in the charge. Chargers moving in to attack may also be fired at by enemy units whose line of fire they cross, under the 'crossing fire' rules, unless those troops already have a better target, i.e. one that is closer or more directly to their front. Target units react to firing immediately (see 'Reaction to Firing', p.29). Charging or counter-charging units may not fire. Units that use crossing fire cannot then reinforce a melee.

Units that have fired in the movement phase cannot fire again in the *Firing* phase. Close range combat resulting from charges is resolved in the *Melee* phase.

4. FIRING INITIATIVE

Each side rolls a die for firing initiative before the firing phase, the highest winning. Some nations may add or deduct to this roll, giving them an advantage or disadvantage (see 'National Differences', p.39).

5. FIRING PHASE

GENERAL

Firing is by alternate brigades or independent units from each side, as with movement. The player with the initiative may start, so he will choose one of his brigades or independent units to fire and then carry out the firing procedure, either for each unit in a brigade or for a single independent unit. Then his opponent will choose a brigade or independent unit to fire and do the same. This alternate play continues until all units that can fire have done so.

Units that receive casualties taking them to 3 hits or more will have to use the -1 firing modifier if they themselves fire later in the phase. However, note that if hits reach the level where the unit would normally retreat or be Done For, no movement takes place until all firing by both sides has been completed (see 'Reaction To Firing', p.29).

No figures or bases are removed due to firing – the hits are recorded with a mini die or other marker placed next to the unit. Hits from firing are always cumulative and are added to any hits remaining from previous firing or melee.

Each unit entitled to fire may automatically do so when its turn comes: no command rolls are required in the fire phase. Units only ever fire once per turn. Units that have fired in the movement phase cannot fire again in the firing phase.

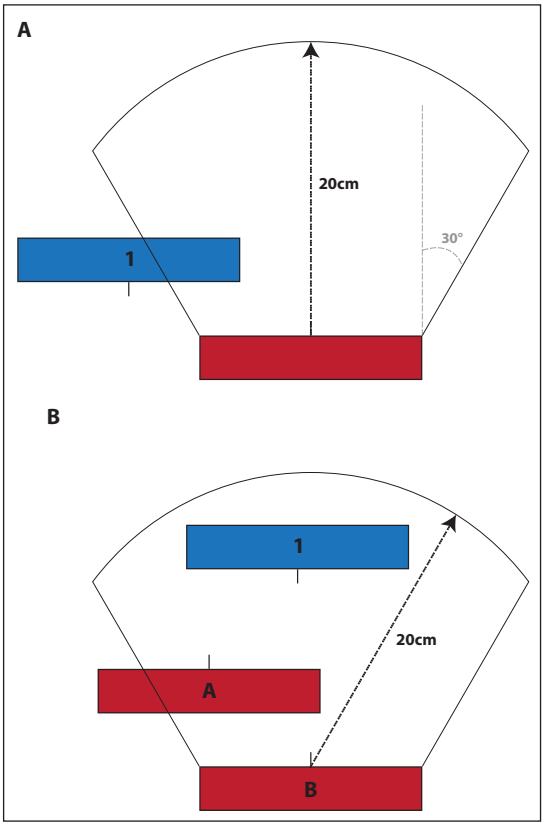

Diagram 9: The Infantry Firing Zone
A: Unit 1 is more than half outside the firing zone. It therefore counts as a difficult target.
B: More than half of enemy unit 1 is obscured by friendly unit A, so unit B may not fire at unit 1. If unit A was replaced by a wood or a BUA, then unit 1 could be fired at as a difficult target. Note that the 20cm range is always measured from the centre front of the firing unit.

Note: *Hits in these rules do not just represent killed and wounded men. They are a measure of both actual casualties and the amount of disorder, confusion, fear and possibly panic produced in both officers and men by being under fire.*

Units can only fire at targets 30º left or right of straight ahead, except light infantry who can fire within their whole front sector. For BUA rules see the 'Terrain' section (p.14). Measure firing ranges from the centre front of the firing unit: this creates a 'firing zone' as shown in Diagram 9.

Units in melee may not be fired on (there may be an exception in BUAs – see the 'Terrain' section). No unit (except howitzers) can fire through a gap between friendly troops narrower than half the firing unit's frontage. Similarly, enemy more than half obscured by friendly troops may not be fired at. Units in march column cannot fire. Light infantry may fire at full effect with bases in 2 ranks.

To fire, roll one average die per firing unit and apply any modifiers. The number of hits inflicted can then be read from the Hit Table (p.34). An unmodified roll of 5 always causes at least one hit.

TARGET PRIORITIES

A unit must normally fire at the nearest enemy unit within its firing zone. However, if firing modifiers make it easier to hit a target further away, the firer may choose which to engage. In addition, if enemy units within the firing zone are close together, fire may have to be split between them, but only between a maximum of two units. This will occur if the target units are 10cm or less apart, *and* their range differs by 5cm or less, *and* at least half of each unit is in the firing zone. In this case, if differing target range or troop class affects firing, players should agree which modifiers to use, or dice to decide. Distribute any hits equally. Odd hits can be allocated by mutual agreement or die rolls.

FLANKING/REAR FIRE

This applies if more than half of the firing unit is within the flank or rear sector of the target unit.

CROSSING FIRE

Crossing fire takes place in the movement phase. It applies to enemy units that move into, then out of, a unit's firing zone in one move, *or* enemy that move through a unit's firing zone when charging. Crossing fire does not apply to units that have simply moved out of range after receiving fire in the previous turn.

All normal firing rules apply. The firer may choose the timing of the fire, if this is relevant. If the firing unit has not yet moved, it only avoids the moving and firing deduction if it then does not move when its turn comes. Units that use crossing fire cannot then reinforce a melee.

DIFFICULT TARGETS

If any or all of the following apply, use a single -1 modifier:

- Target is light infantry or deployed artillery.
- Target unit is more than half outside the firing zone, or more than half obscured by terrain.
- Target unit is up to half obscured by friendly troops.

TRANSPORT UNITS

Such units take fire as if inferior close order infantry.

INFANTRY FIRING

Infantry fire has two ranges, short and long. Battalion guns are assumed to be attached to close order infantry battalions, usually firing at canister range only.

Infantry Ranges		
Weapon	**Short**	**Long**
Muskets plus battalion guns	0–10cm	10–30cm
Muskets only	0–10cm	10–20cm
Rifles	0–15cm	15–30cm
Carbines	0–8cm	8–15cm

Only cavalry have carbines. Cavalry only fire when dismounted.

Infantry cannot fire overhead friendly units, even to or from higher ground.

Example: French line infantry who have moved in the movement phase fire at some Prussian grenadiers at a range of 16cm. There are 3 negative modifiers, one for having moved, one for long range and one for firing at a unit classed as superior. The roll, using an average die, is 4, giving a modified score of 1. Using the 'standard infantry' line on the Hit Table (p.34), this results in 1 hit.

ARTILLERY FIRING

Artillery has three ranges, canister range, effective range and long range. Canister fire is not compulsory at canister range – roundshot or shell may be fired. The firing bonus for artillery against cavalry formed two bases deep is applied at all ranges and with all ammunition types.

Howitzer range is a generalised distance for medium howitzers.

Artillery Ranges			
Weapon	**Canister**	**Effective**	**Long**
Light guns	0–30cm	30–50cm	50–70cm
Medium guns	0–40cm	40–80cm	80–120cm
Heavy guns	0–50cm	50–100cm	100–150cm
Howitzers	0–40cm	40–70cm	70–100cm

MASSED BATTERIES

These are formed where two or more gun bases from the same brigade are touching, and facing in the same direction. All the guns in a massed battery may fire at the same target provided at least one gun is entitled to fire at that target, ignoring any differing target priorities. Each base fires separately and individual bases may have different modifiers applying.

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OVERHEAD FIRE

Artillery can fire over their own troops from higher ground if the target is not closer than 15cm to friendly troops and friendly troops are not within 10 cm of the guns. They may fire over their own troops at enemy on higher ground if friendly units are not closer than 15cm to the guns or the enemy. Dead ground behind woods or BUAs when firing from a hill is 15cm.

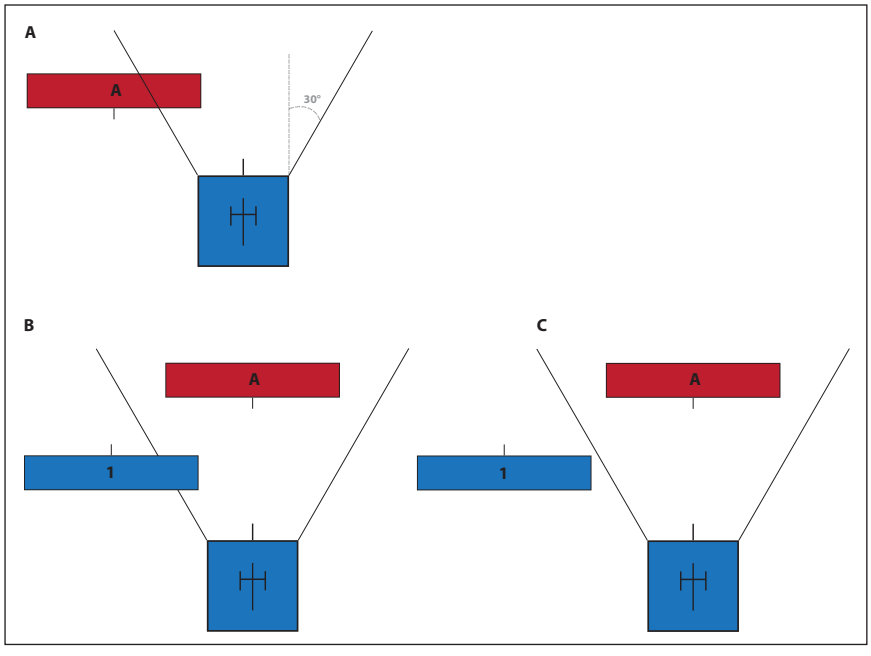

Diagram 10: Canister Fire Examples
A: Unit A is within canister range of the artillery battery, but is more than half outside the artillery firing zone. Therefore the firing battery receives a +2 firing modifier for canister but a -1 modifier for unit A being a difficult target.
B: Canister fire against enemy unit A is not possible – friendly unit 1 is within the firing zone and therefore across the line of fire for canister. However, unit A can be engaged with roundshot, but will count as a difficult target due to unit 1's position.
C: In this situation, the line of fire for canister is clear, and unit A can be engaged with canister.

CANISTER

Canister cannot be fired overhead, or if friendly units are within the firing zone. In both cases roundshot or shell must be fired.

MARCH COLUMN BONUS

Applies to artillery only. A firing bonus is applied if the entire artillery base is within the front or rear sector of a target unit in march column. If fire is from the rear, the 'rear fire' bonus is applied as well.

GRAZING FIRE

This rule takes account of the grazing or ricochet effect of cannonballs bouncing along the ground after reaching their original target. Grazing fire may take effect beyond the normal maximum range of the gun. It is rolled for even if no hits were scored on the original target.

Units up to 30cm behind the front edge of the original target, and in a line of fire through the centre of the original target, may be affected by grazing fire.

Roll a die for each of these units: in open ground, a roll of 3–6 means that the unit has been hit. When firing from lower ground up to a gentle hill (but not the other way), when obstacles (walls, entrenchments, streams, woods, broken ground but not hedges or fences) are across the line of fire beyond the original target, or during heavy rain/storm, grazing fire is only effective on a roll of 5–6. Grazing fire does not occur when firing canister or howitzers, across crest lines or rivers that are beyond the original target, or when firing at or from steep hills.

Units affected by grazing fire use the standard process for deciding hits. Use the modifiers applicable to each individual target.

HOWITZERS

To represent the unreliability of the fuses in shells, each time a howitzer fires shell roll a D6. A 1–2 means the battery has a -1 modifier that turn. Minimum range for shell is 20cm. Howitzers can fire over their own troops on level ground, provided no friendly troops are within 15cm of the gun or target. The target must still be visible through a gap of at least 4cm. Overhead fire from hills is as per normal guns but the maximum safety distance is only 10cm.

Howitzers are at an advantage when firing against entrenchments, BUAs or cavalry, due to their use of explosive shells. No grazing fire takes place with howitzers due to their higher trajectory. The march column bonus is only applied to howitzers firing canister, again due to their usually higher trajectory.

HEAVY GUNS

The +1 modifier against entrenchments only applies to roundshot.

REACTION TO FIRING

Hits are cumulative throughout the game. Reaction is always assessed using the total hits present, so previous remaining firing or melee hits are added to firing hits received this turn.

Reaction to Firing	
Total Hits	**Effect**
5 or more	Unit is Done For. Rout 1 normal move, then remove the unit in the Rally phase.
4	Loss of morale. Retreat at least 1 move but not more than 2 moves. Unit will need to reform before continuing in the game.
3	Continue as normal, but take a -1 modifier for fire and melee.
2 or less	Continue as normal.

Retreats and routs are carried out *after all the firing from units on both sides for this turn is complete*. A rout move for infantry, cavalry and limbered artillery is the same distance as the normal forward move of the unit in its present formation. A retreat move for these unit types is *at least* one normal move but up to two normal moves, at the owner's choice. For deployed artillery, see below. Rout and retreat moves are made into the unit sector opposite that from which casualties were last received. Retreat or rout moves are not reduced by national differences, passable terrain or friendly units that cannot be avoided: always move the full distance required. If *impassable* terrain or *enemy* units are met and cannot be avoided, units retreating or routing are Done For and are removed. Retreating and routing units attempting to avoid other units and terrain must stay wholly within their appropriate movement sector. Retreating or routing units may only change formation to avoid enemy units or impassable terrain. Retreating units who reach the table edge may halt there and attempt to rally as normal. Retreating units face the enemy. Routing units face away from the enemy.

Lieutenant-General Dohna's infantry attacks the Russian Observation Corps, by Adam Hook © Osprey Publishing. Taken from Campaign 125: *Zorndorf 1758*.

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Units passed through by any portion of a friendly unit making a retreat or rout move take 2 hits if inferior class, or 1 hit if standard or superior class. These count as firing or melee hits taken in that turn, and units must react accordingly straight away. If the interpenetrated unit is forced to retreat or rout it will follow the first unit, which may have to extend its own retreat to make room.

When deployed artillery units are Done For, the crews rout a light infantry move before being removed. When forced to retreat by 4 hits, dice: 1–2 the guns are abandoned and the crew retreats under the normal reaction rules; 3–6 the unit deducts half a move to limber before retreating the rest of its available move distance under the normal reaction rules. If a retreating crew successfully rallies, they may re-crew their guns provided these have not been captured by the enemy in the meantime, in which case the unit is Done For. For simplicity, the enemy cannot use abandoned guns.

6. MELEE PHASE

GENERAL

Fighting in the melee phase is simultaneous within each round of melee. Roll one average die per unit in melee and apply any modifiers. The number of hits inflicted can then be read from the Hit Table (p.34). An unmodified roll of 5 always causes at least one hit. The same Hit Table is used for both melee and firing.

As with firing, no figures or bases are removed. Just record the hits on a green mini die or other token, adding them to any hits already recorded on the unit from previous firing or melee.

Continue fighting rounds of melee in the same turn until one or both sides retreat, or are Done For and rout.

Each unit in a melee fights in one sector only: front, flank or rear (unless in a BUA – see 'Terrain', p.14). A unit contacted in more than one sector will normally fight only to its front: if contacted only in flank and rear it will fight to its rear. If contacted on both flanks it must decide which direction to fight.

SUPPORTING A MELEE

Units 5cm or less from a friendly unit in melee, or 5cm or less from an enemy unit which is in melee with friends, and which are not themselves involved in a melee, can count as supporting units. Add 1 to the die roll of the friendly unit in melee for each supporting unit, up to a maximum of 2. An individual unit may support a maximum of 2 friendly units. Artillery, any reforming unit or any unit with 4 hits cannot support a melee.

CAVALRY CHARGING MODIFIER

This is a cavalry-only bonus. It applies when charging or counter-charging and is subject to the following conditions:

- It does not apply to frontal charges against close order infantry in good morale, i.e. those that have 3 hits or less.
- Cavalry charging uphill, or at defences such as walls, fences etc., or through or into a wood or rough terrain do not get the charging bonus.
- Inferior class cavalry do not get a charging bonus.
- Cavalry charging or counter-charging for a quarter or less of their normal move do not receive the charge bonus. Therefore, *after* sighting the enemy, crossing any intervening obstacles, or making any necessary formation changes, the unit concerned must move more than one quarter of a normal move into contact in order to claim a charge bonus. However, note that charging through your own troops is not normally allowed – see 'Charges' (p.21).
- If a unit is counter-charged, both sides get the charging bonus.
- The bonus only applies to the first round of melee fighting.

UPHILL MODIFIER

This only applies for the first round of melee.

LIGHT INFANTRY MODIFIER

Only deduct one against cavalry or close order infantry. Do not deduct against other light infantry or artillery.

COVER IN MELEE

The advantage of cover in melee is lost after the first round. The modifier for 'difficult target' never applies in melee.

TRANSPORT AND LIMBERED ARTILLERY

Transport units and limbered artillery units which are successfully charged are automatically Done For. They rout one move before being removed and may cause hits to friends they rout through under the normal rules.

Driesen's charge smashes into Lucchese's Austrian cavalry, by Adam Hook © Osprey Publishing. Taken from Campaign 113: *Rossbach and Leuthen 1757*.

MELEES FOR BUAS

These follow the normal rules, except that on winning a melee at the edge of a BUA, a unit will automatically occupy it. If another enemy unit is still in the BUA, fighting between these units will then continue in the next turn according to the normal rules (i.e. either by firing or charge and melee), unless either unit decides to move away first. Chargers cannot claim cover within BUAs, as with woods.

* * *

Example: In a game set in 1760, Russian cuirassiers charge a unit of Prussian Freikorps (based as light infantry) who are lining the edge of a wood. Let's assume the Freikorps are foolish enough not to evade. There is one positive modifier for the Russians in the first turn of melee, for fighting troops classed inferior. The woods mean there is no charge bonus. There is one negative modifier for light cover. The roll on an average die is 4, and the 2 modifiers cancel out. On the 'superior cavalry' line this results in 3 hits. The Freikorps will reply with 2 negative modifiers, one for fighting troops classed as superior and one for being light infantry. The hits they have just suffered will not affect things in this round as melee combat is simultaneous within each round. However, if a second round is fought they will have a negative modifier for these hits. Using the 'inferior light infantry' table, they roll a 4, which gives a modified roll of 2, resulting in 1 hit against the cavalry.

REACTION TO MELEE

This is assessed for each unit *after all inital melees are complete for this turn*. Cavalry pursuits may force additional melees after this. A melee is complete as soon as one or both sides have retreated or routed. Reaction is always assessed using the total hits present - hits caused in the current melee are added to all previous hits remaining on the unit. Use the same reaction table as for firing.

Units supporting in a melee do not retreat or rout if the unit they are supporting does so.

Retreat and rout moves from a melee follow the same rules as those for firing, except for deployed artillery units forced to retreat from a melee by 4 hits. In this case a roll of 1–4 means the guns are abandoned, and will count as captured

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immediately if the enemy unit is standing its ground, resulting in the retreating unit becoming Done For. A roll of 5–6 means the unit deducts half a move to limber before retreating. In a BUA, reaction is as for firing.

CAVALRY PURSUIT

If a cavalry unit wins a melee (i.e. their opponents retreat or rout but they don't), they will have to pursue on a roll of 4–6. Add 1 for superior class units, deduct 1 if inferior, add one if the player desires a pursuit, deduct one if not. The winner should decide whether to pursue before the loser moves back – quickly writing down your intentions is recommended. Cavalry in march column do not have to pursue unless the player wishes.

Cavalry who pursue *may* move up to a normal move and *must* move at least half a normal move, into their front sector, and subject to normal move reductions. Pursuing units *must* charge any enemy within half a move, and *may* charge enemy up to one normal move away. If they re-contact their original opponents or another enemy unit, fight a further melee immediately under the normal rules. Pursuing units count as charging (normal conditions apply for the charge bonus), units retreating count as hit in flank or rear. Units already Done For cannot fight and are immediately removed. Units will only pursue once per move. The pursuit rules do not apply to units that were supporting a melee.

INFANTRY FOLLOW-UP

Infantry do not normally follow up or pursue after a melee. However, when an infantry unit has won a melee at the edge of a BUA, it will move in to occupy it. See 'Melees for BUAs' (p.32).

An infantry unit that wins a melee for an entrenchment may be moved to occupy the works if the player so desires.

A COMPLEX MELEE EXAMPLE

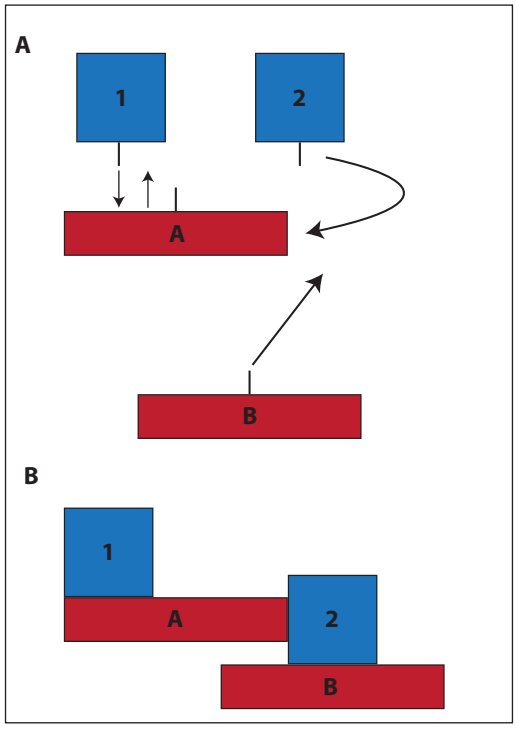

Diagram 11: Complex Melee Example
A: Cavalry regiments 1 and 2 have the move initiative, and obtain a double move on their command roll. Unit 1 charges cavalry regiment A frontally, and the double move allows unit 2 to charge A in the flank, even though it starts in A's front sector. Unit A counter-charges unit 1. When the brigade including units A and B is able to move, unit B charges into the flank of unit 2.
B: In the melee phase, unit A fights unit 1. Unit A counts as attacked in flank. Both units A and 1 get a charge bonus. Unit 2 fights unit A with a charge bonus, but A cannot fight back as it is already fighting to its front. However, unit 2 will itself count as being attacked in flank (by unit B). Unit B fights unit 2, with a charge bonus. Unit 2 cannot fight back against B.
Example result: In the first round, unit A takes 4 hits and retreats one move, causing 1 hit on unit B as it moves back through it. Unit 1 takes 2 hits, rolls to pursue, succeeds and re-contacts unit A. A second round of melee is immediately fought and unit A is Done For. In the first round, unit 2 takes 2 hits, and B has one hit from being retreated through. In the second round, unit 2 still counts as being attacked in flank. It takes 2 more hits from unit B and must retreat (directly away from B). B has taken no hits in the second round. It rolls to pursue (not wishing to) and manages to hold its position.

THE HIT TABLE

One average die is thrown for each unit firing or in melee. Apply the appropriate modifiers to the roll, and then consult the table, using the line appropriate to the unit's class and type, to see the number of hits caused.

No figures or bases are removed as a result of firing or melee. Hits received are recorded with a single green mini-die (or an alternative marker of your choice) and are cumulative throughout the game. There is no need to record melee and firing hits separately. It may be possible to remove some hits during the *Rally* phase.

Modifiers involving unit classes relate to the *actual class* of the enemy troops, not their class relative to the attackers. For example, if grenadiers are firing at standard line infantry there is no modifier: the target unit is neither inferior class nor superior class.

An unmodified roll of 5 always causes at least one hit. Don't forget the note in the Firing section – 'hits' includes both actual casualties and the morale effect of those casualties.

The Hit Table							
Modified Die Roll (Average Die)	**0 or less**	**1**	**2**	**3**	**4**	**5**	**6 or more**
Superior Infantry	0	1	2	2	3	4	4
Standard Infantry	0	1	1	2	3	3	4
Inferior Infantry, Standard Light Infantry	0	0	1	2	2	3	3
Inferior Light Infantry	0	0	1	1	2	2	3
Superior Artillery	0	0	1	1	1	2	2
Standard Artillery	0	0	0	1	1	2	2
Inferior Artillery	0	0	0	0	1	1	2
Superior Cavalry	0	1	2	2	3	3	4
Standard Cavalry	0	0	1	2	2	3	4
Inferior Cavalry	0	0	0	1	2	2	3

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Hit Table Modifiers	
Firing Modifiers	
Firer has moved	-1
Firing at long range	-1
Firer has 3 or more hits recorded	-1
Difficult target	-1
Target in light cover	-1
Target in heavy cover	-2
Target classed as superior	-1
Target classed as inferior	+1
Flanking or rear fire	+1
Firing from BUA, per fire direction	-1
Firing unit is small	-1
Firing unit is large	+1
Additional Artillery Firing Modifiers	
Canister	+2
Firing at head of march column	+1
Firing at 2 deep cavalry line	+1
Heavy gun (roundshot) vs. BUA or entrenchments	+1
Howitzer (shell) vs. BUA or entrenchments	+1
Howitzer (shell) vs. cavalry	+1
Melee Modifiers	
Cavalry charging	+1
Rolling unit has 3 hits or more	-1
Target in light cover	-1
Target in heavy cover	-2
Target uphill	-1
Target classed as superior	-1
Target classed as inferior	+1
Each supporting unit	+1 (maximum 2)
Rolling unit is artillery	-1
Light infantry vs. formed/close order	-1
Attacked in flank or rear	-2
March column	-2
Fighting from BUA, per direction	-1
Rolling unit is small	-1
Rolling unit is large	+1

7. RALLY PHASE

Units Done For this turn have no chance to rally and are normally removed from the table in this phase. However, they may be retained on table for display if you prefer. In the latter case, disorder the bases and face them away from the enemy to indicate that the unit can take no further part in the game.

Other units may rally off some of their hits in this phase, depending on their class and provided they are at least 30cm from all enemy units.

Rallying		
Distance from enemy units	**30–60cm**	**More than 60cm**
Superior or Standard class	Rally off 1 hit	Rally off 2 hits
Inferior class	Rally off no hits	Rally off 1 hit

One unit within 5cm of the commanding general may also rally off 1 additional hit regardless of its class or distance from the enemy. The last remaining hit on a unit may never be rallied off.

Units that have retreated with 4 hits and a loss of morale need to reform before they can continue in the game. Change their hit marker die to red to indicate this. These units rally off hits as normal. If they manage to rally to less than 4 hits in their first rally phase, they will spend the next turn reforming. Whilst reforming the unit must remain stationary or only make formation changes in place (facing changes are not allowed). They may not fire: if charged successfully they fight as if meleed in flank or rear. In the rally phase at the end of their reforming turn, provided they still have less than 4 hits, change their hit die back to green. They can then continue in the game.

If units with 4 hits are unable to rally off any hits in their first rally phase (usually due to the proximity of the enemy) they must retreat again in the movement phase of the next turn, as they are still suffering from a loss of morale. They will continue to do this until they are able to rally to less than 4 hits. If they have already halted on the table edge following a retreat move, they now leave the table and count as Done For. Further firing or melee hits during their retreat will also of course mean they become Done For.

Players will quickly appreciate that it may be beneficial to retreat units with 4 hits further than the minimum necessary, in order to get away from the enemy and be able to rally off hits.

8. ARMY BREAKING POINTS AND WINNING THE GAME

- At the start of the game, each army should total the number of units it contains. Divide this by 2 and round down to the nearest whole number. This is the Army Breaking Point. Small units count as half a unit for this calculation. Large units count as 1.5 units.
- Every standard size unit Done For counts as one army point lost. Small units counts as half an army point lost, large units as 1.5 army points.
- Battles may include one or more geographical objectives, which can be allocated 1, 2 or 3 army points depending on their importance and the size of the game. Objectives held at the start of the game do not count towards the Army Breaking Point total but, when taken by the enemy, they lose an army the appropriate number of army points.
- A disputed objective is worth no points for either side. All objectives must be held by at least one unit, even if the objective is situated behind your battle line.
- At the end of each turn, after the rally phase, each side should add up the number of army points lost so far. When the overall total equals or exceeds the Army Breaking Point, that army is broken and has lost the battle. If both armies arrive at their breaking point on the same turn the battle is drawn.
- If the game has to end before either side reaches its breaking point, the army which has lost the most points overall loses. If both armies have lost the same number of points, the game is drawn.
- In some scenarios it may be necessary to specify a turn limit within which specific objectives must be achieved. These should preferably apply to one side only, so that if the objectives are not achieved within the turn limit that side will lose. If both sides have an objective or objectives with a turn limit, the side that attains them first wins.
- If either army is broken before its or the enemy's objectives are achieved, that army automatically loses.

OPTIONAL RULES

SHORTENING THE GAME

BRIGADE MORALE

When a brigade has *more than* half of its units Done For, the remainder must retreat off the board. Each turn they must retreat at least 1 normal move away from the enemy, subject to all normal deductions. They may fire and melee but as they are demoralised they deduct 1 from all combat die rolls.

Once the units are 60cm or more from all enemy, or retreat off the table, they have disengaged and count as Done For for the purposes of deciding the game result.

ARMY POINTS

Every unit with a red hit die at the end of a turn counts as half an army point lost.

BATTALION GUNS

If your research indicates that certain close order infantry battalions did not have battalion guns available, use the 20cm maximum firing range and apply a -1 firing modifier. You may also prefer to play that battalions which retreat with a loss of morale will abandon their battalion guns. In this case the same disadvantages will apply.

LIEUTENANT GENERALS

A large army may have a small number of Lieutenant Generals who act at an intermediate level of command between the Commanding General and the Brigade Commanders, normally commanding a group of brigades.

In a non-historical scenario, divide the number of brigades in an army by 3, rounding down fractions, and this is the maximum number of Lieutenant Generals allowed. Rate Lieutenant Generals using the same rules you have used to rate your Brigade Commanders. They then act under the same rules as dithering, dependable or dashing commanding generals, but they only have an effect on brigade commanders and units within their own allocated command. Your commanding general will be unrated as normal in a non-historical scenario, and can act with any brigade or independent unit as normal, *or* he can raise the quality of a dithering lieutenant general to dependable, and a dependable lieutenant general to dashing, by moving to within 15cm of him. A dashing lieutenant general remains unaffected.

In an historical scenario, the historical record will decide the number and quality of the lieutenant generals. The units and brigades under their command will be affected as per the rules above for a non-historical battle. You will also now have a commanding general who is rated. A dashing commanding general can raise the quality of any lieutenant general to dashing, but no higher, by moving to within 15cm of him. A dependable commanding general can raise the rating of a lieutenant general to dependable, but no higher, under the same circumstances. A dithering commanding general is powerless to improve the performance of his lieutenant generals.

(Front Rank Figurines)

NON-STANDARD UNITS

Players can field units significantly larger or smaller than the standard sizes given in the 'Creating Your Armies' section, in order to conform with historical organisations or for the purposes of a particular fictional scenario. You might also choose to allow splitting and rejoining of units during a game. The suggestions below assume my standard units of 5 bases for infantry and 4 bases for cavalry. Units larger than the maximum indicated should be split up into 2 separate units for game purposes. When calculating unit totals, army breaking points and army points lost, a small unit counts as half a unit (half a point) whilst a large unit counts as one and a half units (one and a half points).

Infantry (close order or light): A **large** unit has 7 bases, a **small** unit has 2 or 3 bases (mainly to make it possible to split a standard 5 base unit). Two bases is the minimum size.

Cavalry (all types): A **large** unit will have 6 bases, a **small** unit will have 2 bases. Two bases is the minimum size.

Small units deduct 1 from their firing or melee die, whilst large units add 1.

WEATHER

Roll 2D6 to decide the weather for the first turn, using the Weather Table below. In winter, rain or storm can mean sleet or snow. The fog rules can be used for fighting at night.

Weather Table

2D6 Roll	Weather	Effects
2	Fog	Visibility 30cm. All moves deduct half. No bonus for any charges.
3	Light rain	Deduct 1 from firing dice for all firing.
4–9	Fair	Normal play.
10	Light rain	Deduct 1 from firing dice for all firing.
11	Heavy rain	Visibility 60cm. All moves deduct one quarter, except artillery and transport off roads deduct half. Deduct 2 from all firing dice. Grazing fire effective on a 6.
12	Storm	Visibility 30cm. All moves deduct half, except artillery and transport off road may not move. No double moves. No bonus for any charges. No infantry fire, artillery deduct 2 from firing dice. Grazing fire effective on a 6.

WEATHER CHANGES

If you wish to model changing weather, record the result of the roll on the Weather Table as the 'weather score' then, at the start of subsequent turns, roll a single D6 to see how the weather changes. On a roll of 1–2, subtract 1 from the weather score (in fog, add 1 instead); on a 3–4, the weather score in unchanged; on a 5–6, add 1 to the weather score (in a storm, subtract 1 instead). If the weather score changes, check the Weather Table and apply any new effects. Note that the reversed modifiers in fog and storm are there to prevent the game getting bogged down in bad weather.

Example: At the start of the game, an 11 is rolled on the Weather Table, so the battle commences in heavy rain. At the start of the second turn, a 6 is rolled and the weather takes a further turn for the worse – a storm rolls in. The following turn, a 3 is rolled, and the storm continues. At the start of the fourth turn, however, another 6 is rolled, and the storm dies down to just heavy rain.

SEASONS

The above table is a generic one for the whole year. If you prefer seasonal variations, use it for Spring and Autumn only, and the following for Winter and Summer:

Seasonal Variations		
2D6 Roll	**Winter**	**Summer**
2	Fog	Light rain
3	Light rain	
4		Fair
5	Fair	
6		
7		
8		
9	Light rain	
10		
11	Heavy rain	Light rain
12	Storm	Heavy rain

NATIONAL DIFFERENCES

The Seven Years War involved a dazzling variety of participating armies, all of which had their own strengths and weaknesses. Understanding these, and making some attempt to represent them, is part of the fascination of the period. Therefore we enter the minefield of national characteristics, which I have called National Differences. You will almost certainly disagree with some of my conclusions – don't hesitate to change them according to your own judgement if you wish.

Any gamer who prefers to avoid using national differences can easily do so. I recommend using the Austrian national differences as the basic template for 'vanilla' forces, but you can pick any combination of qualities you wish to create 'average' nations.

Having said that, this set of national differences is intended to form an integral part of *Honours of War*. The differences are designed to be undramatic in themselves, so as not to create too great a difference between armies, but nevertheless to be cumulatively worthwhile so that some flavour of the advantages and disadvantages of handling the various forces is provided.

The six variables in each table are designed to represent the spirit and overall feel of each national army. The top 2 relate to the quality and standard of leadership of the officers, including the general level of initiative and aggression (or lack of such) likely to be displayed. 'Fire initiative' mainly represents the standard of musketry drill achieved. The next 2 ratings represent the standard of general drill and training amongst the infantry and cavalry. The last rating of course gives a very basic measure of the quality of artillery drill and equipment.

The 3 unit classes (superior, standard and inferior) will overlap to a certain extent with the subject of national differences, but for the record unit classes may be thought of as relating particularly to individual unit morale and steadiness, including a sense of the opinion a unit might have of itself. National differences relate more to professionalism, drill and training at all levels.

My approach of necessity uses a broad brush: a unit-by-unit assessment of the various armies is not possible in the space available (even if the information could be found). Similarly, the dates for changes are rather arbitrary: they simply represent my best attempt at getting things right.

Remember that any unit classed as inferior will always take at least half a move to change formation, even in an army that normally has no movement penalty for formation changes.

ALLIED CONTINGENTS

When using allied contingents as part of your main army (as with the Bavarian and Wurttemberg troops in the Austrian army), class the individual allied units as superior, standard or inferior as recommended in their own national section, and use the various move deductions from their own national table. The rating of brigade commanders and the modifiers for move and fire initiative should be according to the rules for the main army.

Where 2 allied armies or contingents are operating together (as with the French and Reichsarmee at Rossbach), just treat them as two separate armies. Players should decide whether to use individual Army Breaking Points for each army or stick with one ABP for the whole force. It is also necessary to decide which modifiers for moving and firing initiative should be used when they differ between allies. This will depend on the scenario and which contingent is taken to be the main one. Alternatively, roll separately for each army in the game so that moving and firing will sequence between three (or even four) forces.

Hanoverian light troops (L–R): Musketeer, 1st Battalion, *Légion Britannique*; Grenadier, *Scheither'scher Freikorps*; Mounted Jäger, *Freytag'scher Freikorps*, by Gerry and Sam Embleton © Osprey Publishing. Taken from Men-at-Arms 460: *Frederick the Great's Allies 1756–63*.

PRUSSIA

Historians continue to question issues such as how many shots the Prussian infantry could *really* fire in a minute, or just how 'great' Frederick the Great actually was. But one is still left with the unavoidable conclusion that militarily Prussia really was the Top Nation in the Seven Years War. They receive the most favourable ratings in these rules due to the training and discipline of their troops, the professional quality of their officers, and the aggressive nature of their warmaking at the tactical and campaign levels. The aggression came, of course, from the top; via the orders, edicts and example of Frederick II, the field commander of the main Prussian army throughout the war.

Prussia			
Brigade Commanders	**Dithering**	**Dependable**	**Dashing**
	1	2–4	5–6
Move initiative		+1	
Fire initiative		+1	
Formation change		No movement penalty.	
Movement to flank and rear		No movement penalty.	
Artillery		Half move to limber/unlimber.	

CAVALRY

The heavy cavalry were the cuirassiers, always rated superior. Medium cavalry were the dragoons, rated standard. Light cavalry were the hussars, specifically trained to take their place as battlefield cavalry and so also rated standard. There were a few units of another type of light cavalry, the exotic, lance armed Bosniaks, which for our battlefields are rated inferior.

INFANTRY

Guard and Grenadier battalions are rated superior; the line battalions of both musketeers and fusiliers are rated standard. The Freikorps battalions are usually rated inferior, as are the garrison regiments which ended up taking the field to fill the gaps in Frederick's army as casualties mounted. However some Freikorps were better trained and disciplined (for example von Kleist's units) and can be rated standard if you wish. In the campaign against Sweden it was necessary to activate some militia battalions for field service, and these should be classed inferior.

I field my Freikorps as close order infantry battalions, but it would be just as reasonable to represent them as light infantry. An army could include Freikorps battalions organised in both ways, but whichever you choose they should not be allowed to change from light to close order (or vice-versa) during a battle.

The limited number of Jaeger available as light infantry are rated standard, and are armed with rifles. They should normally form only small size units.

(Front Rank Figurines)

ARTILLERY

This follows the normal weight classification, the 3pdrs normally allocated as battalion pieces being the light artillery, 6pdrs being the mediums and 12pdrs forming the heavy batteries. Horse artillery was pioneered in the Prussian army, and was equipped with 6pdr guns.

1760 ONWARDS

The massive casualties in men and officers in the first 3 years of the war meant the quality of the Prussian infantry declined in the late war period. The cavalry had suffered less and so maintained their quality, as did the artillery who became steadily more numerous and important in their role of propping up the infantry.

Therefore, in this period of the war the national table looks like this:

Prussia (1760 Onwards)			
Brigade Commanders	**Dithering**	**Dependable**	**Dashing**
	1	2–5	6
Move initiative		+1	
Fire initiative		No modifier.	
Formation change		Infantry deduct half a move. Cavalry no movement penalty.	
Movement to flank and rear		Infantry deduct one quarter of a move. Cavalry no movement penalty.	
Artillery		Half move to limber/unlimber.	

The +1 move initiative modifier is retained to represent the fact that the Prussians were still an aggressive force, even if reduced from former glories.

NOT ALL PRUSSIANS WERE EQUAL

Frederick tended to keep his best troops in the armies he himself commanded, or at least in his own theatre of operations. Armies operating in theatres Frederick considered sideshows (for example, against Sweden), or operating as subsidiaries to the main army (notoriously, the army commanded by Frederick's brother Prince Henry) often made do with lower quality troops and leaders. Players may wish to use the 'Prussia (1760 Onwards)' table to represent such armies throughout the war.

AUSTRIA

Austria was the arch-rival of Prussia, and in overall performance second only to that nation in fielding an efficient army. Extensively reformed after failings in the War of the Austrian Succession, this was certainly an army to be reckoned with. Whilst the individual units mostly receive the same classifications as the Prussians, the lower quality of the Austrians overall is reflected in their Brigade Commander die rolls and the lack of any initiative bonuses. I make no distinction between 'Hungarian' or 'German' units of whatever type, as they all seem to have been to trained to an equivalent standard and fought in broadly the same way.

Austria			
Brigade Commanders	**Dithering**	**Dependable**	**Dashing**
	1–2	3–5	6
Move initiative		No modifier.	
Fire initiative		No modifier.	
Formation change		Deduct half a move.	
Movement to flank and rear		Deduct one quarter of a move.	
Artillery		Half move to limber/unlimber.	

(Crusader Miniatures)

CAVALRY

As with the Prussians, the Austrian heavy cavalry mainly consisted of their cuirassier regiments, which are all rated superior, as are the converged carabinier regiments. Austrian dragoons are standard, whilst the hussars count as inferior. The latter lacked the discipline and drill of their Prussian counterparts when it came to acting as battlefield cavalry. *Chevauleger* regiments in Austrian service were originally the inherited Saxon units, but later a few genuinely Austrian regiments were converted from dragoons, notably the regiment Lowenstein. These units were a success and should be used as standard class light cavalry

INFANTRY

Grenadiers are superior class, line infantry standard. The Grenz light infantry battalions are also standard quality, but are not armed with rifles. Austrian *jaeger* did have rifles, and can also be classed standard. They were used in small numbers only.

ARTILLERY

Artillery weights and usage in the 3 categories were the same as for the Prussians. Austrian artillery was generally recognised to be the best in Europe, and so this is the only country whose artillery are all rated superior.

The Austrians copied the Prussian development of horse artillery, so from 1761 a battery or two of such artillery using 3pdrs is allowable.

HIS BRITANNIC MAJESTY'S ARMY IN GERMANY

This army was formed from a number of national contingents, most importantly (in descending order of size), Hanover, Hesse-Kassel and Britain. There were also small contingents from Brunswick and Prussia. Note that British troops only started to join the army in 1758, and the main contingent didn't arrive until 1760, so check your dates if using British units.

Although initially defeated by the French when under the Duke of Cumberland, the army went on under Ferdinand of Brunswick to successfully defend Frederick the Great's western flank for the duration of the war, fighting primarily against a French army that usually outnumbered it. Taking into account the generalisations and simplifications of *Honours of War*, it is not necessary to consider the various contingents separately. The whole army can be taken together as a pretty efficient one, which is broadly rated in line with the Austrians. The standard of infantry drill, both in fire and movement, seems to have been a particular strength.

His Britannic Majesty's Army in Germany			
Brigade Commanders	**Dithering**	**Dependable**	**Dashing**
	1–2	3–5	6
Move initiative		No modifier.	
Fire initiative		+1	
Formation change		Deduct half a move.	
Movement to flank and rear		Deduct one quarter of a move.	
Artillery		Half move to limber/unlimber.	

CAVALRY

The elite cavalry was known by various names depending on which nation it belonged to: Horse or Dragoon Guards (Britain), Cuirassiers (Hanover), Reiter, later Cuirassiers (Hesse-Kassel) and Carabiniers (Brunswick). These can all be rated superior. The Dragoons of the various nations count as standard. There was a regimental size detachment of Prussian Hussars (drawn from the Black and Yellow hussars) who should be rated standard – for other hussars see light troops below.

INFANTRY

Guard and grenadier infantry of all nations are superior, the line musketeers and fusiliers standard. Hesse-Kassel did deploy some militia units into the field briefly, and these are rated inferior. The five battalions of the rather exotic *Legion Brittanique* count as standard and may be based as light infantry if preferred. Some players may consider the British infantry in this army to be of superior quality, considering its performance at Minden and the exceptional standard of musketry. Go ahead if you wish. A compromise would be to count British infantry as superior when firing, but standard otherwise.

LIGHT TROOPS

A wide variety of light troops served in this army as the war progressed. Many of them were of good quality. Hard information is usually lacking but overall it would seem to be accurate to allow many light formations to be classed as standard, although hussars should generally be rated inferior. A unit or two of the mounted jaeger which occurred in this army would certainly be fun to create and use (probably in small size units). British Highlanders can be based as light infantry or close order line infantry (in the same way as Prussian Freikorps), and will be standard class in either formation, as will British light dragoons. Highlanders and light dragoons didn't arrive from Britain until 1760.

ARTILLERY

For Britain, count the 3pdr and 'short 6pdr' as light guns, the 9pdrs as mediums and the 12pdrs as heavy. The bulk of the German artillery consisted of the standard range of 3, 6 and 12pdr guns and medium weight howitzers, which fit into the normal categories.

(Crusader Miniatures)

RUSSIA

Although never beaten by the Prussians in the major battles between the 2 nations, this was more due to the fact that the Prussians chose to attack on each occasion (often with smaller forces) than to any tactical brilliance on the part of the Russian army. The troops themselves showed high levels of courage and were reasonably well drilled, but the ability of the Russians to manoeuvre actively on the battlefield seems to have been limited, in particular by low standards of officer competency at all levels.

Russia			
Brigade Commanders	**Dithering**	**Dependable**	**Dashing**
	1–2	3–6	–
Move initiative		-1	
Fire initiative		No modifier.	
Formation change		Deduct half a move.	
Movement to flank and rear		Deduct half a move.	
Artillery		Half move to limber/unlimber.	

CAVALRY

Russian medium and heavy cavalry suffered at the beginning of the war from a lack of suitable horses that restricted both numbers and capability. They also lacked training and discipline. Heavy cavalry consisted of the cuirassiers, but their quality was low at the start of the war, and they are rated standard until 1759, when they become superior. Russian horse grenadiers count as standard class throughout, whilst

The Kargopol Mounted Grenadiers attack Manteuffel's advance guard, by Adam Hook © Osprey Publishing. Taken from Campaign 125: *Zorndorf 1758*.

the dragoons had a poor reputation at the start of the war and are classed inferior up to 1758, from when they are standard. As for the light cavalry, Russian Hussars, Cossacks and Kalmucks should be classed as inferior. Cossack and Kalmuck units should always be organised into their own separate brigades, or of course used as independent units.

INFANTRY

These follow the standard pattern: guards and grenadiers counting as superior, line musketeers and fusiliers counting as standard. Light infantry were largely absent from the Russian army – 2 battalions of Jaeger were created specially during the siege of Colberg in 1761 to counter the Prussian light troops. If you field these, count them as standard and rifle-armed.

ARTILLERY

The Russian artillery was of a good standard, and some may consider it deserves a 'superior' rating – on balance I don't, but go ahead if you feel this is justified. In addition the Russian army used some distinctive and unique pieces that we must attempt to represent. For the standard guns, field 3pdrs as light guns, 6 or 8pdrs as mediums and 12pdrs as heavies.

The oval-bored 'secret' or 'Shuvalov' howitzers should be counted as canister-only medium guns. Any advantages produced by the bore seem to have been countered by a lower rate of fire so no particular advantage is given. These guns did not perform as hoped and only seem to have been kept in service due to the influence of their sponsor.

Unicorns were a unique gun/howitzer design capable of performing the functions of both types of weapon. However, they had a flatter firing trajectory than a standard howitzer and a shorter range than an equivalent ordinary gun. These guns can therefore perform the functions of both a howitzer and an ordinary medium gun under these rules, but they always use howitzer ranges. If firing as a howitzer, they use the safety distances of a normal gun when firing from different levels, and a 20cm safety distance on level ground, but retain the other advantages. The Russians were keen on howitzers, whether of normal or distinctively Russian design, so up to half the artillery in a Russian army may be howitzers or unicorns.

A single battery of light unicorns may be attached as horse artillery to cavalry brigades from 1758. Use light gun range in conjunction with the other rules for unicorns given above.

1759 ONWARDS

The Russians managed to improve their army as the war progressed. A couple of improvements in the cavalry before 1760 have already been mentioned. In the late war period, I suggest the following national table:

Russia (1759 Onwards)			
Brigade Commanders	**Dithering**	**Dependable**	**Dashing**
	1–2	3–5	6
Move initiative		No modifier.	
Fire initiative		No modifier.	
Formation change		Deduct half a move.	
Movement to flank and rear		Deduct one quarter of a move.	
Artillery		Half move to limber/unlimber.	

FRANCE

Despite getting a bad press in many of the books on the Seven Years War, there was a pattern of improvement in the French army as the war progressed, particularly when it came under the control of the Duc de Broglie during 1760. Overall it held its own against its main opponent, Ferdinand of Brunswick's Allied Army in the western theatre, although primarily as a result of superiority in numbers. It seems to have remained tactically inferior to Brunswick's troops throughout the war, particularly in its standard of infantry drill, and its officers (at all levels) tended to lack professionalism.

France			
Brigade Commanders	**Dithering**	**Dependable**	**Dashing**
	1–2	3–6	–
Move initiative		-1	
Fire initiative		No modifier.	
Formation change		Cavalry & Foreign infantry deduct half a move. French infantry deduct a full move.	
Movement to flank and rear		Foreign infantry deduct one quarter of a move. All others deduct half a move.	
Artillery		Half move to limber/unlimber. Manhandle at half normal rate.	

CAVALRY

French cavalry doesn't fall quite so conveniently into the same classes as other nations. The cuirass, for example, doesn't seem to have been widely worn, even amongst the heavy cavalry strike force. The guard cavalry should be classed as superior. This will consist of the various units of the *Maison du Roi*, and the *Gendarmerie de France*. The so-called heavy cavalry that lay outside the guard units (confusingly known as *cavalerie legere* due to the absence of the cuirass) formed the bulk of the French cavalry and should be classed as standard, as should the regiments of *carabinier*. The French dragoons seem to have had a poor reputation and are classed inferior. There were a limited number of hussar regiments who are also rated inferior.

INFANTRY

The *Grenadiers de France* and *Grenadiers Royaux* are classed as superior. There was a division amongst the French line infantry between French units (the majority) and Foreign units (which constituted roughly 20% of the total infantry). The latter (particularly the Swiss) were generally reckoned to be better trained and drilled, and steadier under fire. It is probably fair to rate both standard, with the quicker formation change and lower move deductions applying to the foreign units as noted in the table. Guard and grenadier units should be rated superior. There were a bewildering array of light infantry units, many analogous to the Prussian Freikorps and so deserving an inferior rating. Other better-known units like the *Volontaires de Flandres* or the *Volontaires Royaux* deserve to be rated standard. The use of detached chasseur and grenadier companies from line infantry battalions was an interesting French development, starting around 1757. These can be formed into separate or combined units of light infantry, usually of small size, rated standard. From 1760 they can also be combined to form small or full-sized close order infantry battalions, rated superior.

ARTILLERY

Although not possessing a great reputation, the French artillery was not so bad as to deserve an inferior rating. The gun designs, however, tended to be obsolete and significantly heavier than those of other nations, which affected mobility. The light guns were 4pdrs, the mediums 8pdrs and the heavies 12, 16 or 18pdrs.

1760 ONWARDS

The table below is suggested for this later period.

France (1760 Onwards)			
Brigade Commanders	Dithering	Dependable	Dashing
	1–2	3–5	6
Move initiative	No modifier.		
Fire initiative	No modifier.		
Formation change	Cavalry & Foreign infantry deduct half a move. French infantry deduct a full move.		
Movement to flank and rear	Foreign infantry deduct one quarter of a move. All others deduct half a move.		
Artillery	Full move to limber/unlimber. Manhandle at half normal rate.		

SAXONY

Strictly speaking, Saxony was part of the Holy Roman Empire and the Reichsarmee, but Saxony was a state of significant size with a rather unique story during the Seven Years War, and it deserves its own section. It would be quite legitimate to create a Saxon army including all three arms for *Honours of War*, to fight the Prussians in 1756. After the surrender to the Prussians at Pirna in that year, Saxon units ended up serving with the Prussians, Austrians and French, so the story then becomes a little complicated. The notes below give the bare bones of the picture.

Saxony			
Brigade Commanders	**Dithering**	**Dependable**	**Dashing**
	1–2	3–6	–
Move initiative	-1		
Fire initiative	No modifier.		
Formation change	Deduct half a move.		
Movement to flank and rear	Deduct one quarter of a move.		
Artillery	Half move to limber/unlimber.		

THE SAXON ARMY IN 1756

This army should use the national table above. For the cavalry, cuirassiers and the *Garde du Corps* count as superior. The light dragoons and *chevaulegers* (counting as light cavalry) are rated standard. The *uhlahnen* were in Poland and so were not available for this campaign. For the infantry, grenadier and *garde* battalions are superior, line infantry are standard. There appears to have been no light infantry to speak of.

The Saxons deployed an interesting artillery design in the 3 and 6pdr *geschwindstuck* (quick-firing) pieces. These had barrels that could be quickly tipped back to a 65° elevation after loading, which seated the charge without the need for ramming. This was only used for loading canister, but was proven in action during the Silesian wars when the rate of fire with canister was doubled.

These guns were normally issued as battalion pieces. Infantry battalions with them get a +1 firing modifier. Use a +3 modifier for canister fire if used as independent pieces. The field artillery was formed from 12pdr heavy guns.

SAXON UNITS AFTER 1756

SAXON UNITS WITH THE PRUSSIAN ARMY

Following the Saxon surrender at Pirna in 1756, Frederick forcibly incorporated Saxon units into the Prussian army, mostly against their will. The Saxon troops took the opportunity to desert as soon as possible, and any Saxon units fighting with the Prussians, regardless of their 1756 rating, should be rated inferior due to their low morale and unwillingness to serve. By 1758 there was only 1 Saxon infantry unit with the Prussian field army, with 2 others doing garrison duty.

Troops who avoided the Pirna surrender or who deserted from Prussian service *en masse*, together with newly recruited units, served later in the war with the French and Austrians, often with distinction.

THE SAXON CORPS WITH THE AUSTRIAN ARMY

This seems to have consisted only of cavalry regiments, the *Karabinersgarde* (superior), and three *chevaulegers* regiments (standard class light cavalry). The colourful *Uhlahnen* regiments now also joined this corps, counting as light cavalry and rated inferior.

THE SAXON CORPS WITH THE FRENCH ARMY

Most of the Saxon infantry that escaped the 1756 surrender or deserted from Prussian service ended up fighting with the French. These can then retain their 1756 ratings: grenadiers superior, line infantry standard. Again, there seems to have been no national light infantry. Cavalry units with the French were limited – there may only have been one or two regiments, which can be rated as per 1756. The French provided the infantry units with 4pdr light guns as battalion pieces – the quick firing guns were all lost in the 1756 surrender.

SWEDEN

Information on the Swedish army is limited in English sources, but overall its quality was not the best, due to neglect, corruption and limited resources. The main campaign was fought in Pomerania against the Prussians, between forces of a modest size on both sides compared with the main campaigns. This in itself may make a Prussian-Swedish contest an attractive alternative for wargamers. At the tactical level the Swedes don't appear to have done badly, but they weren't up against the best Prussian troops.

Sweden			
Brigade Commanders	**Dithering**	**Dependable**	**Dashing**
	1–2	3–6	–
Move initiative		No modifier.	
Fire initiative		No modifier.	
Formation change		Deduct half a move.	
Movement to flank and rear		Deduct half a move.	
Artillery		Full move to limber/unlimber.	

ALL TROOPS

In the absence of any extensive information in English, there is little alternative but to classify the various units conventionally. *Garde*, cuirassiers and grenadiers will be superior, line infantry and dragoons standard, and the small numbers of hussars inferior. There were also some small contingents of light infantry, which can be rated standard.

The artillery seems to have been of conventional organisation, with 3pdr light battalion guns, 6pdr medium field guns and 12pdr heavy guns.

THE REICHSARMEE

Sources are consistent in rating this army the weakest of the main combatants of the Seven Years War, although quality did vary and there were some good units available. It was formed from the various minor states, principalities, towns and church districts of what is now part of Germany, and which at the time were parts of the soon-to-be-extinct Holy Roman Empire. Many of the contributing agencies were so small that regiments and battalions had be made up of contingents from a variety of locations who had never trained together before. Some contingents could be as small as a single soldier. As a general guide, the better units were those formed from a single contingent of one individual state or statelet. Any attached Austrian units should be rated as usual for that country.

Despite its shortcomings, the Reichsarmee took part in a number of battles and engagements throughout the war, usually in cooperation with the French or Austrian armies. It is an interesting army choice for those prepared to do some research and who enjoy fighting against the odds!

The Reichsarmee			
Brigade Commanders	**Dithering**	**Dependable**	**Dashing**
	1–3	4–6	–
Move initiative		-2	
Fire initiative		-1	
Formation change		Deduct a full move.	
Movement to flank and rear		Deduct half a move.	
Artillery		Full move to limber/unlimber. Manhandle at half normal rate.	

CAVALRY

Rate cuirassier regiments as standard, dragoons and light cavalry as inferior. None of the sources I have found indicates that any of the Reichsarmee cavalry regiments were particularly good.

INFANTRY

Overall, rate any guard or grenadier battalions as standard, close order infantry units as inferior. This includes the large contingents from Bavaria and Wurttemberg who fought with the Austrian army. Some infantry deserve a better rating – my research in the secondary sources indicates the following line infantry can be rated standard:

- Blau and Rot Wurzburg (1 bn each)
- Mainz Infantry (2 bns)
- Regiment Kurbayern (3 bns)
- Prinz Georg Infantry (1 bn)
- Elverfeldt Infantry (1 bn)
- Nagel Infantry (1 bn)

I have found no evidence for any light infantry units within the Reichsarmee.

ARTILLERY

The types of artillery employed appear to have been standard – 3 or 4pdrs being the light guns, 6pdrs medium and 12pdrs heavy. However, what little information is available rates the Reichsarmee artillery poorly, so all artillery units should be rated inferior.

COMMANDING GENERALS

Even using the points system, it is quite hard to balance the Reichsarmee with superior enemy nations, particularly the Prussians. If this is causing your Reichsarmee troops to be a bit too successful, the solution is probably to give them a dithering commanding general at all times. This will probably fit well with the historical reality!

YOUR IMAGI-NATION

Creating fictional nations that will go to war on the tabletop is a strong trend in current wargaming, and particularly in wargaming set in the 18th century. This is probably due to the inspiring influence of two classic books: Peter Young and J.P. Lawford's work from 1967, *Charge!*, and Charles Grant's 1971 book *The War Game*.

Those independent-minded and creative individuals who take part in the world of imagi-nations will need very little guidance from me to either adapt the various National Differences outlined above to their own countries, or to create new countries of whatever character using the range of variables available.

However, my brief advice is as follows. Re-read the introduction to this National Differences section, and reflect on what aspects of your army the troop classes and national factors will represent. Then you can see how your existing armies can best be represented, or you can use the variables to construct new national armies with such good or bad qualities as you see fit to give them. The national variables therefore form a menu from which you can create the imagi-nation you want.

Of the six factors on the table, the final 3 are restricted in their range by the rules, and so should be confined to the alternatives described. As for the dice rolls for brigade commanders, adapt these as you will. If you want your glittering set of highly professional brigade officers properly represented, ignore the dithering classification and roll (for example) 1–3 for dependable, 4–6 for dashing. The initiative rolls can also be used a little more freely if you wish, but I would suggest that +2 or -2 should be the maximum modifiers adopted.

POINTS SYSTEM

When fighting battles between different nations or different imagi-nations, gamers using *Honours of War* will need some way of creating a level playing field. The opposing forces involved in your battles will almost certainly have a differing mix of infantry, cavalry and artillery, with each of these being in a variety of troop classes. The points system given below is intended to enable players to produce balanced armies for encounter-type battles, or to give a basis on which to compare armies that are deliberately unequal for the various types of attack-defence games which can be devised. If you are not using my unit size conventions, you will need to decide what constitutes a standard, small and large unit in your armies before using the system. Note that all limbers and transport are free.

It will not always be possible or necessary to exactly match the totals of 2 opposing armies. I suggest that two armies can be considered of equal points if the difference between them is 5% or less of the higher points total.

We start the system with a basic value for four basic units (all of standard size), and then develop from there.

Basic Value	
Unit	**Points**
Close order infantry battalion, standard class	100
Cavalry regiment, standard class	100
Medium artillery battery, standard class	50
Light infantry battalion, standard class	50

Modifiers for close order infantry and cavalry	
Basic modifiers	**Points (per unit)**
Superior class	+20
Inferior class	-20
Large unit	+20
Small unit	-30
Army modifiers	**Points (per unit)**
Prussia (any period)	+10
Austria, Russia post-1760, Saxony, His Britannic Majesty's Army	No adjustment
Russia pre-1760, France, Sweden	-10
Reichsarmee	-15

Modifiers for light infantry and artillery*	
Basic modifiers (artillery)	**Points (per unit)**
Light gun	-10
Heavy gun	+10
Inferior class	-10
Superior class	+10
Full move to limber/unlimber	-10
Half move to limber/unlimber	No adjustment
***No gun (of any size) may cost less than 20 points.**	
Basic modifiers (light infantry)	**Points (per unit)**
Inferior class	-10
Large unit	+10
Small unit	-20
Rifles	+5
Army modifiers (both)	**Points (per unit)**
Prussia (any period)	+5
Austria, Russia post-1760, Saxony, His Britannic Majesty's Army	No adjustment
Russia pre-1760, France, Sweden, Reichsarmee	-5

Entrenchments	Points
An entrenchment to shelter a standard infantry battalion	30
An entrenchment to shelter a gun (any size)	15
Fortify a single BUA block	60

EXAMPLES

Prussian grenadier battalion, pre-1760, standard 5 bases.

- Basic cost for a close order infantry battalion: 100 points.
- Superior class: +20
- Army modifier: +10 points
- Total cost: **130 points**

French grenadier battalion for the same battle.

- Basic cost: 100 points
- Superior class: +20 points
- Army modifier: -10 points
- Total cost: **110 points**

Prussian light artillery battery for the same battle.

- Basic cost: 50 points
- Light gun: -10 points
- Army modifier: +5 points
- Total cost: **45 points**

French light artillery battery for same battle.

- Basic cost: 50 points
- Light gun: -10 Points
- Full move to limber/unlimber: -10 points
- Army modifier: -5 points
- Total cost: **25 points**

COMMAND POINTS

These are not added or subtracted to the cost of each unit, but are applied to the total cost of the army.

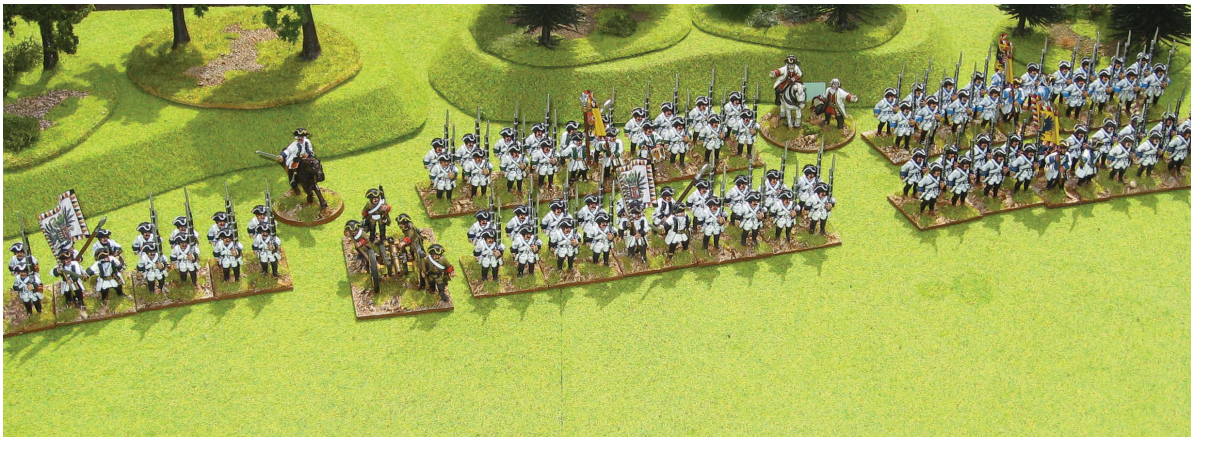
BRIGADE COMMANDERS

If you want to have the quality of your brigade commanders to come as a surprise at the opening of the game, you can take general account how things are likely to turn out by using the following guide:

Brigade Commanders (Variable Quality)	
Nation	**Points (per brigade commander)**
Prussia pre-1760	+15 points
Prussia post-1760	+10 points
Austria, Russia post-1760, Saxony, His Britannic Majesty's Army	Free
Russia pre-1760, France, Sweden	-10 points
Reichsarmee	-15 points

If you wish to decide the quality of the various brigade commanders in advance of the game, as part of organizing your army, you can use the following system:

Brigade Commanders (Fixed Quality)	
Quality	**Points (per brigade commander)**
Dithering	-30 points
Dependable	Free
Dashing	+30 points



(Crusader Miniatures)

LIEUTENANT GENERALS (IF USED)

Lieutenant Generals	
Quality	**Points (per lieutenant general)**
Dithering	-60 points
Dependable	No adjustment.
Dashing	+60 points

COMMANDING GENERAL (IF RATED)

Commanding General	
Quality	**Points**
Dithering	-100 points
Dependable	No adjustment.
Dashing	+100 points

USING SMALLER FIGURES

Using miniatures smaller than 25–28mm with *Honours of War* is entirely straightforward. In essence, the game rules are identical, but if using the standard sized units (i.e. 20 figure infantry units and 8 figure cavalry units) the game distances are reduced in proportion to figure size: for example, with 15mm figures base sizes and all distances in the rules are halved from those used for 28mm figures. This also alters the ground scale: using 15mm miniatures, 1mm = 2 paces. Using smaller size figures gives you the potential to game on smaller tables, which many will find more convenient. The actual time taken to play the game will be much the same, but the time needed for setting up and clearing away will usually be significantly less.

In each of the sections below, the basic proportion by which game distances are reduced for each size of figure is given, along with the base sizes if using my basing conventions. To keep things in round numbers and to avoid having to measure half centimetres, some adjustments have been made where I considered it necessary. You will notice that I tend to be generous and round up a bit more in some cases to avoid odd measurements: I think this helps the game. Game distances not specified can easily be calculated by reducing them the appropriate amount. As a general rule, round any fractions to the nearest cm, rounding up half centimetres.

ALTERNATIVE BASING

I assume square bases throughout, but sometimes the pose of the figures means base depth needs to be altered (usually increased a bit) to comfortably accommodate the models. This is fine – it is the unit *width* that matters. As already mentioned in the main rules, these basing conventions are what I would use and recommend, but you can choose to base according to your own taste, keeping in mind that unit frontage in line should be around the same as I suggest, if you are to use the distances shown in the following tables and notes.

ALTERNATIVE UNIT SIZES

Infantry units of 16–24 figures and cavalry units of 6–12 figures can be used with the specified distances. If you prefer significantly larger or smaller units, the easiest

thing is to check the sections below (or the main rules) for the best match for your unit frontage in line, and use the game distances specified in that section.

20MM (1/72ND)

Figures in a true 1/72nd scale will be significantly smaller than 28mm figures, and smaller bases are appropriate. Base sizes, moves and distances are reduced by between one quarter and one third as convenient. For infantry use 30mm by 30mm bases, for cavalry 40mm by 40mm. Light gun bases will be 45mm square, medium guns 50mm and heavy guns 60mm. The frontage of an infantry unit will therefore be 15cm. This all gives you a slightly larger equivalent playing area. Some of the bigger so called 1/72nd figures are actually nearer to 25 or 28mm, and might be happy on the same size bases as 28mm figures. In this case, of course, use the main rules.

15MM (1/100TH)

With these figures we reduce measurements by half from those for 28mm figures. This gives a 20mm square base for infantry, a 25mm square base for cavalry, and artillery bases 30mm, 35mm and 40mm square for light, medium and heavy guns respectively. Unit frontage for both infantry and cavalry is now 10cm.

Using these unit frontages ranges and moves, the playing area needed now becomes significantly smaller. With small and medium sized battles we are in the realm of true 'dining table wargaming', where a 6' x 4' table becomes unnecessary. For example, 4' x 3' or 5' x 2.5' (the latter being the size of my own dining table) will be perfectly adequate for multi brigade battles.

10MM (1/160TH)

Reducing base sizes by two thirds, we arrive at a rounded figure of 15mm square for infantry and 20mm for cavalry. Unit frontage for infantry is thus 7.5cm, with a cavalry unit frontage of 8cm. Artillery bases can be 20mm for light guns, 25mm for medium guns and 30mm square for heavy guns.

As with 15mm, you can therefore game on small tables, 4' x 2' being quite adequate as a starter size.

6MM (1/285TH–1/300TH)

Using one quarter as our proportion gives us infantry bases 10mm square. If you find this a bit fiddly, the alternative is to move to a 24-figure infantry battalion. You then have a choice. You can use 4 bases measuring 15mm wide by 10mm deep, each with 6 figures in 2 equal ranks of 3, or 3 bases each with 8 figures in 2 equal ranks of 4, base size then being 20mm wide by 10mm deep. In line, the resulting unit has a 6cm frontage regardless of which option you choose. The bases can still be arranged one behind the other to give a representation of march column which is not too wide.

Cavalry units can remain on 4 bases, each 15mm square. For artillery, the base sizes become 15mm, 20mm and 25mm for light, medium and heavy guns respectively.

In the move table, some distances are the same as for 10mm figures. This is not a mistake: I took the decision that some distances cannot be compressed down any further. You will also see that the process of rounding up has lengthened some distances beyond the proportion of one quarter I mentioned above. I decided this was appropriate to avoid odd distances and half centimetres.

With this size of figure you can start on a 2' x 2' or 3' x 2' table. If you have a 6' x 4' table available, you will be able to accommodate large historical battles.

20mm (1/72nd)				
Unit	**Movement**			
Close Order Infantry	15cm in line, 20cm in march column			
Light Infantry	20cm in any formation			
All Cavalry	25cm in line, 35cm in march column			
All Limbered Field Artillery	15cm, 20cm on roads			
Manhandle Light/Medium/Heavy Guns	To front or rear: 12cm/8cm/4cm	To flank: 8cm/4cm/no move		
Horse Artillery	25cm, 30cm on roads			
Transport	12cm, 15cm on roads			
Command Figures	45cm at all times			
Brigade command distance	10cm			
Melee support distance	4cm			
Infantry Ranges				
Weapon	**Short**	**Long**		
Muskets plus battalion guns	0–8cm	8–25cm		
Muskets only	0–8cm	8–16cm		
Rifles	0–12cm	12–25cm		
Carbines	0–5cm	5–10cm		
Artillery Ranges				
Weapon	**Canister**	**Effective**	**Long**	
Light guns	0–20cm	20–35cm	35–50cm	
Medium guns	0–30cm	30–50cm	50–80cm	
Heavy guns	0–40cm	40–70cm	70–100cm	
Howitzers	0–30cm	30–50cm	50–70cm	
Grazing fire effective distance	20cm			
Rally distances	20cm and 40cm			
BUA size	15cm square			

15mm (1/100th)				
Unit	**Movement**			
Close Order Infantry	10cm in line, 12cm in march column			
Light Infantry	12cm in any formation			
All Cavalry	15cm in line, 25cm in march column			
All Limbered Field Artillery	10cm, 15cm on roads			
Manhandle Light/Medium/Heavy Guns	To front or rear: 8cm/5cm/2cm	To flank: 5cm/3cm/no move		
Horse Artillery	15cm, 20cm on roads			
Transport	8cm, 12cm on roads			
Command Figures	30cm at all times			
Brigade command distance	8cm			
Melee support distance	3cm			
Infantry Ranges				
Weapon	**Short**	**Long**		
Muskets plus battalion guns	0–5cm	5–16cm		
Muskets only	0–5cm	5–10cm		
Rifles	0–8cm	8–16cm		
Carbines	0–4cm	4–8cm		
Artillery Ranges				
Weapon	**Canister**	**Effective**	**Long**	
Light guns	0–15cm	15–25cm	25–35cm	
Medium guns	0–20cm	20–40cm	40–60cm	
Heavy guns	0–25cm	25–50cm	50–75cm	
Howitzers	0–20cm	20–35cm	35–50cm	
Grazing fire effective distance	15cm			
Rally distances	15cm and 30cm			
BUA size	10cm square			

10mm (1/160th)			
Unit	**Movement**		
Close Order Infantry	8cm in line, 10cm in march column		
Light Infantry	10cm in any formation		
All Cavalry	12cm in line, 16cm in march column		
All Limbered Field Artillery	8cm, 12cm on roads		
Manhandle Light/Medium/Heavy Guns	To front or rear: 5cm/3cm/1cm	To flank: 3cm/2cm/no move	
Horse Artillery	12cm, 16cm on roads		
Transport	5cm, 8cm on roads		
Command Figures	20cm at all times		
Brigade command distance	6cm		
Melee support distance	2cm		
Infantry Ranges			
Weapon	**Short**	**Long**	
Muskets plus battalion guns	0–4cm	4–12cm	
Muskets only	0–4cm	4–8cm	
Rifles	0–6cm	6–12cm	
Carbines	0–3cm	3–6cm	
Artillery Ranges			
Weapon	**Canister**	**Effective**	**Long**
Light guns	0–12cm	12–18cm	18–24cm
Medium guns	0–15cm	15–25cm	25–40cm
Heavy guns	0–20cm	20–35cm	35–50cm
Howitzers	0–15cm	15–25cm	25–35cm
Grazing fire effective distance	10cm		
Rally distances	10cm and 20cm		
BUA size	8cm square		

6mm (1/285th–1/300th)			
Unit	**Movement**		
Close Order Infantry	6cm in line, 8cm in march column		
Light Infantry	8cm in any formation		
All Cavalry	10cm in line, 15cm in march column		
All Limbered Field Artillery	6cm, 8cm on roads		
Manhandle Light/Medium/Heavy Guns	To front or rear: 5cm/3cm/1cm	To flank: 3cm/2cm/no move	
Horse Artillery	10cm, 12cm on roads		
Transport	4cm, 6cm on roads		
Command Figures	20cm at all times		
Brigade command distance	4cm		
Melee support distance	2cm		
Infantry Ranges			
Weapon	**Short**	**Long**	
Muskets plus battalion guns	0–3cm	3–10cm	
Muskets only	0–3cm	3–6cm	
Rifles	0–5cm	5–10cm	
Carbines	0–2cm	2–4cm	
Artillery Ranges			
Weapon	**Canister**	**Effective**	**Long**
Light guns	0–10cm	10–15cm	15–20cm
Medium guns	0–12cm	12–20cm	20–30cm
Heavy guns	0–15cm	15–25cm	25–40cm
Howitzers	0–12cm	12–18cm	18–24cm
Grazing fire effective distance	8cm		
Rally distances	8cm and 16cm		
BUA size	6cm square		

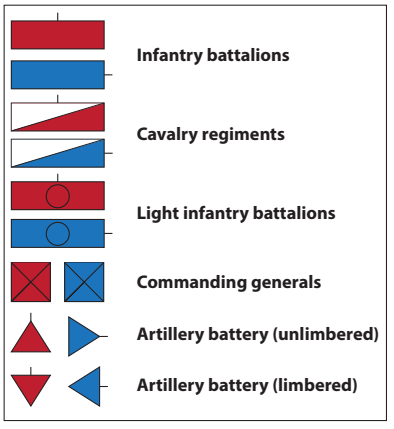


Diagram 12: Map Key

SCENARIOS

The following four scenarios are presented to give an idea of the type of games that can be played, particularly for players that are new to the Horse and Musket era or the Seven Years War. The first three are fictional; the fourth is a representation of the real Battle of Lobositz. The combatants given in the first three scenarios are generic 'blue' and 'red' forces – only infantry, light infantry, cavalry and artillery are specified. Depending on which nations you are using to fight these encounters, you can vary the *quality* of any arm, the *type* of cavalry or artillery, and the quality of the various commanders, to provide a balance against national differences. Try and keep the points ratio between opposing forces equivalent to the ratio given for numbers of units.

Each force has a commanding general, and all brigades have a brigade commander.

Each square on the map grids is 1 foot by 1 foot. Table sizes are those recommended for 25–28mm figures. Those using smaller figures with reduced game distances will be able to use smaller tables.

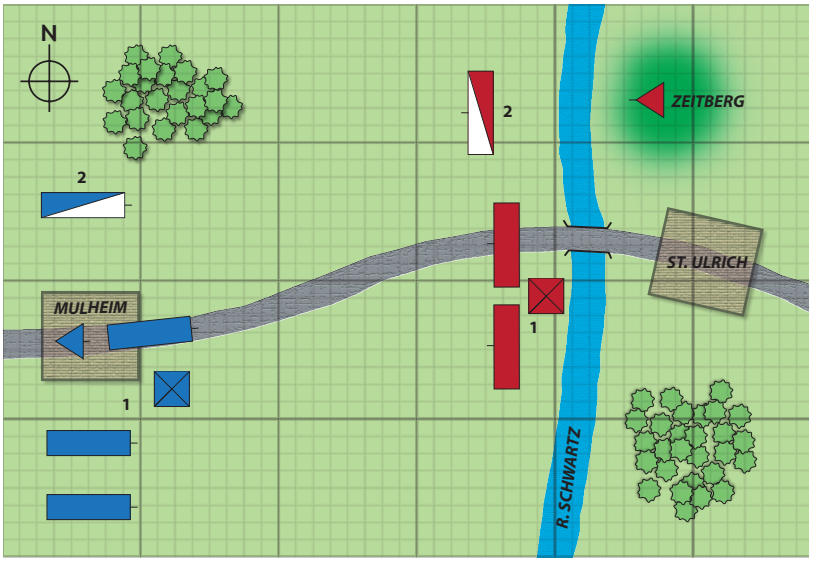
Victory in all four battles should be decided by the standard conditions given in section 8 of the rules.

THE COMBAT OF ST. ULRICH

This scenario appears by kind permission of the Lead Gardens blog, and its small size means it would be a good way to get to know the rules. A Blue brigade, the advance guard of a larger force, is approaching the important bridge at St. Ulrich. The commander of the defending Red brigade decides to deploy west of the River Schwartz, intending to give the Blue forces a bloody nose before retiring across the bridge. Blue is designated the attacker.

The Zeitberg is a gentle hill, and the Schwartz is classed as impassable. All the Blue forces are initially deployed in column. The bridge is worth 1 Army Point.

This scenario will play quickly. To fill an evening, swap sides after playing it once, then try altering the Red deployment, with more units east of the river at the start of the game. Blue units could then be forced to arrive in column only along the road through Mulheim.



BLUE FORCES

5 units, Army Break Point 2.

- **1:** Infantry brigade – 3 infantry battalions, 1 artillery battery.
- **2:** Independent unit – 1 cavalry regiment.

RED FORCES

4 units, Army Break Point 2.

- **1:** Infantry brigade – 2 infantry battalions, 1 artillery battery.
- **2:** Independent unit – 1 cavalry regiment.

THE CLASH AT KUTZDORF

Here a defending Blue force is assaulted by a Red force deployed on its flank. The Red force for its part has to deal with a rather cramped deployment, and its right flank cavalry regiments are each formed in double line as a result. Kutzdorf is worth 1 Army Point. All hills are gentle. Red is the designated attacker.

BLUE FORCES

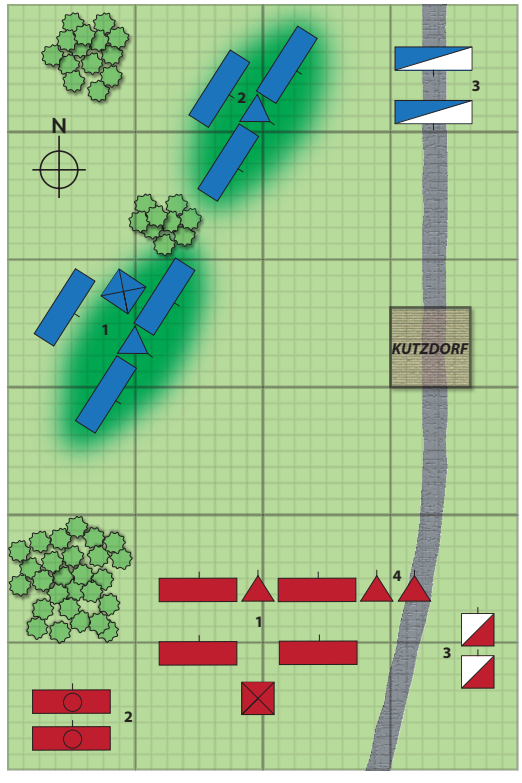
10 units, Army Break Point 5.

- **1:** Infantry brigade – 3 infantry battalions, 1 artillery battery.
- **2:** Infantry brigade – 3 infantry battalions, 1 artillery battery.
- **3:** Cavalry brigade – 2 cavalry regiments

RED FORCES

11 units, Army Break Point 5.

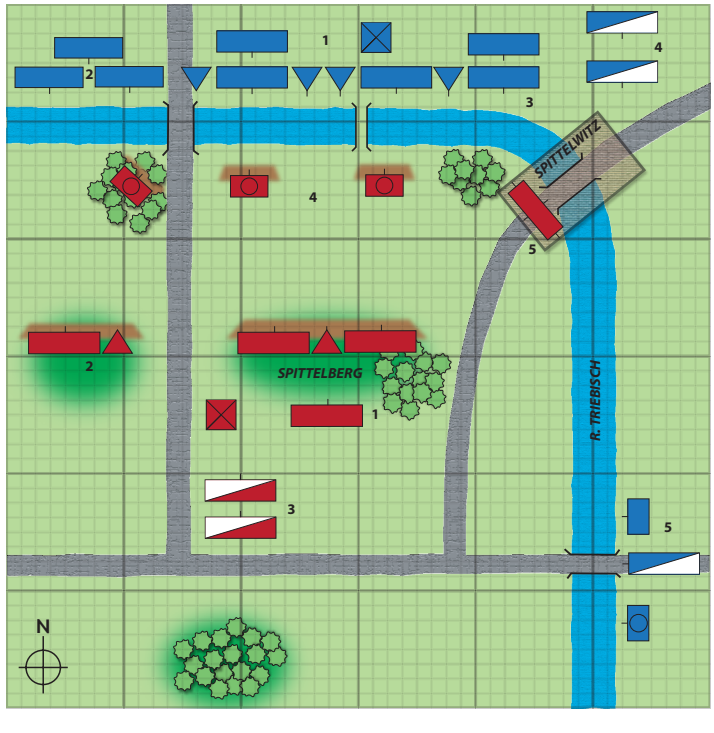
- **1:** Infantry brigade – 4 infantry battalions, 1 artillery battery.
- **2:** Light infantry brigade – 2 light infantry battalions.
- **3:** Cavalry brigade – 2 cavalry regiments.
- **4:** Artillery brigade – 2 artillery units.



THE SURPRISE AT SPITTELWITZ

This scenario was suggested by the Second Battle of Lutterberg, fought between His Britannic Majesty's Army in Germany and the French in 1762. The main Red infantry force is in a strong ridge-top position enhanced by entrenchments, with light infantry (also entrenched) protecting the river crossings to its front, and a cavalry reserve to its rear. Blue forces are assaulting with superior numbers, and have planned a 'surprise' in the form of an outflanking force which threatens the Red rear.

All hills are gentle, the River Triebisch is fordable. Spittelwitz is formed of two built up areas, one each side of the river. Blue is the designated attacker. I recommend the Blue outflanking legion be of good quality – the infantry should be superior, the light infantry and cavalry standard. The Spittelberg is worth 1 Army Point. No Red units may move in the first 2 turns except for the light infantry.



BLUE FORCES

16 units, Army Break Point 8.

- **1:** Infantry brigade – 3 infantry battalions, 2 artillery batteries.
- **2:** Infantry brigade – 3 infantry battalions, 1 artillery battery.
- **3:** Infantry brigade – 2 infantry battalions, 1 artillery battery.
- **4:** Cavalry brigade – 2 cavalry regiments.
- **5:** Mixed legion – 1 cavalry regiment, 1 small infantry battalion, 1 small light infantry battalion.

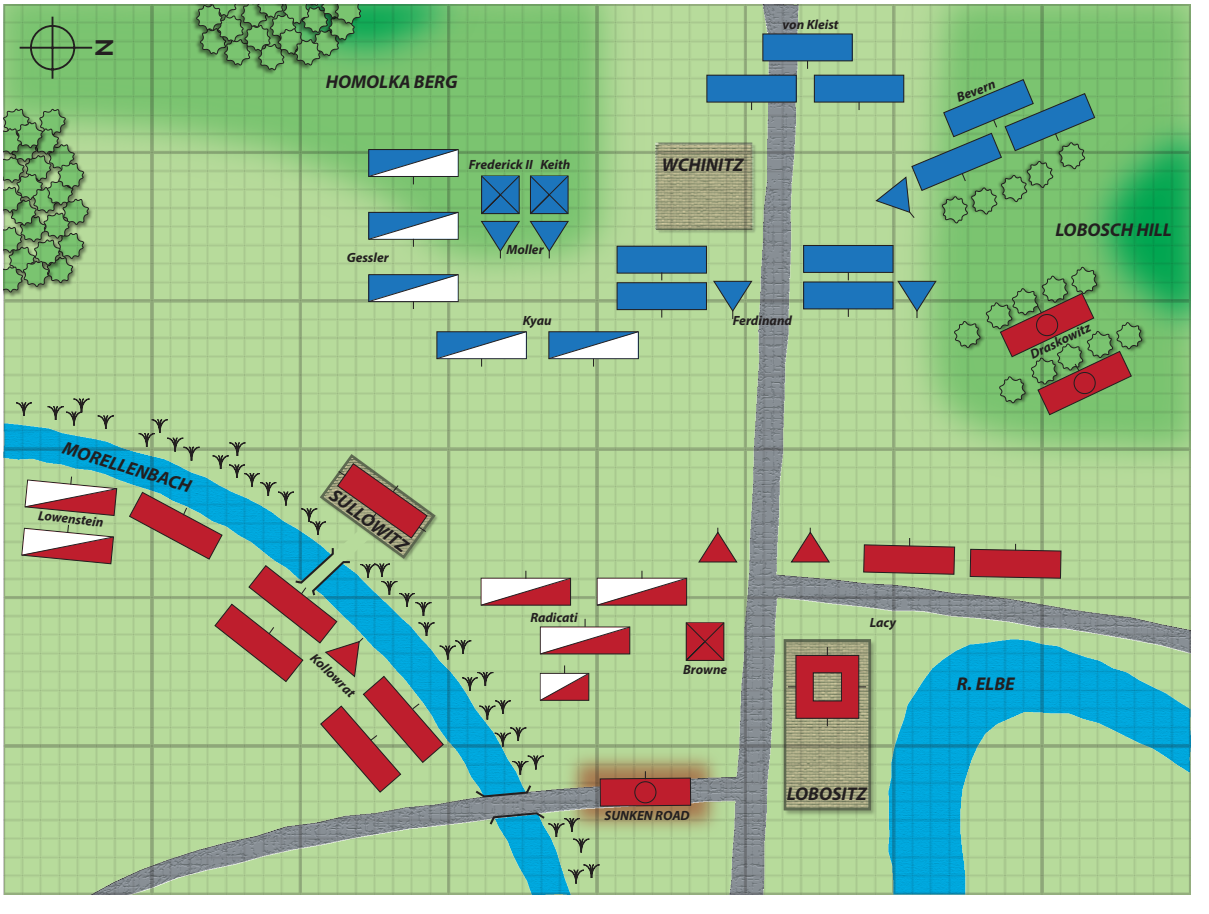
RED FORCES

10.5 units, Army Break Point 5.

- **1:** Infantry brigade – 3 infantry battalions, 1 artillery battery.
- **2:** Infantry brigade – 1 infantry battalion, 1 artillery battery.
- **3:** Cavalry brigade – 2 cavalry regiments.
- **4:** Light Infantry brigade – 3 small light infantry battalions.
- **5:** Independent unit – 1 infantry battalion.

THE BATTLE OF LOBOSITZ, 1756

This was the first major battle of the Seven Years War, where around 28,500 attacking Prussians encountered an Austrian defending force of about 34,000. The battle lasted from 0800 to 1500. Look up the battle before you play – online I particularly recommend **www.kronoskaf.com**.



Playing the battle using *Honours of War* requires the technique of 'bathtubbing'. In this particular case, each unit on the table represents about 3 real life units; but having made that conversion the rules are then used as normal. This method is commonly criticized for creating scale inaccuracies but in practical terms it usually seems to work, as it does here. Command arrangements have been juggled to fit the bathtubbed armies.

The Elbe is impassable, the marshy Morellenbach stream counts as a fordable river. The Lobosch counts as a steep hill, other hills are gentle. Lobositz is made up of 2 BUA blocks – each block is worth 1 Army Point. Units occupying the sunken road count as if in entrenchments. The vineyards on the Lobosch are represented by lines of hedges.

Swirling mist is present (on the plain only) for the first 3 moves. Any firing or intended charges from beyond 20cm will fail on a die roll of 1–2. Failed chargers cannot advance closer than 20cm to the enemy. Make the roll for each unit, even if firing at or charging the same enemy unit. Lobositz is a big enough target to be fired at as normal.

The Prussians are the designated attackers. The Austrian 'brigade' of Lowenstein cannot be moved for the first 2 moves, the 'brigade' of Kollowrat may not be moved for the first 4 moves. Frederick left the battlefield around 1.00pm in the real battle – this occurs at the end of move 5 in our version. Keith then takes over as commanding general.

PRUSSIAN FORCES

20 units, Army Break Point 10.

- Commanding General, Frederick II (dashing).
- Lieutenant General, Keith (dependable).

Left Wing Infantry (1st line), Bevern (dashing)

- 1 grenadier battalion, 2 infantry battalions, 1 medium artillery battery.

Left Wing Infantry (2nd line), von Kleist (dependable)

- 1 grenadier battalion, 2 infantry battalions.

Right Wing Infantry, Ferdinand (dependable)

- 1 grenadier battalion, 3 infantry battalions, 2 medium artillery batteries (1 being howitzers).

Cavalry, (1st line), Kyau (dashing)

- 1 large dragoon regiment, 1 cuirassier regiment.

Cavalry (2nd line), Gessler (dashing)

- 2 cuirassier regiments, 1 dragoon regiment.

Heavy Artillery, Moller (dependable)

- 2 heavy gun batteries.

AUSTRIAN FORCES

20.5 units, Army Break Point 10.

- Commanding General, Field Marshall von Browne, (dashing).

Centre and Left Wing Infantry, Kollowrat (dependable)

- 1 grenadier battalion, 5 infantry battalions, 1 medium artillery battery.

Right Wing Infantry, Lacy (dependable)

- 1 grenadier battalion, 2 infantry battalions, 1 light infantry battalion, 2 medium artillery batteries.

Left Wing Cavalry, Lowenstein (dashing)

- 1 cuirassier regiment, 1 dragoon regiment.

Right Wing Cavalry, Radicati (dashing)

- 2 cuirassier regiments, 1 dragoon regiment, 1 small hussar regiment.

Light Infantry Corps, Draskowitz (dependable)

- 2 light infantry battalions.

QUICK REFERENCE SHEET

TURN SEQUENCE

1. Move commanding generals.
2. Dice for movement initiative.
3. Movement phase, including charges and firing at chargers.
4. Dice for firing initiative.
5. Firing phase: firing followed by reaction.
6. Melee phase: melee followed by reaction.
7. Rally phase.
8. Check Army Breaking Points.

COMMAND PERFORMANCE

Command Performance			
D6 Roll	**Dithering**	**Dependable**	**Dashing**
1	Feeble	Poor	Steady
2	Poor	Steady	Steady
3	Steady	Steady	Steady
4	Steady	Steady	Steady
5	Steady	Steady	Admirable
6	Steady	Admirable	Inspiring

COMMAND DISTANCE: 15CM

Outside command distance, units roll 4–6 for initative. +1 superior unit, -1 inferior unit.

NORMAL MOVES

Normal Moves		
Close order infantry	20cm in line, 25cm in march column	
Light infantry	25cm in any formation	
All cavalry	30cm in line, 40cm in march column	
All limbered field artillery	20cm, 25cm on roads	
Manhandle light/medium/heavy guns	To front or rear: 15cm/10cm/5cm	To flank: 10cm/5cm/no move
Horse artillery	30cm, 40cm on roads	
Transport	15cm, 20cm on roads	
Command figures	60cm at all times	

COUNTER-CHARGE

Cavalry automatic if attackers move more than half normal move, otherwise 4–6. Infantry 4–6 at any time. For both, +1 superior unit, -1 inferior unit.

TURN TO FACE FLANK/REAR CHARGE, CHANGE FORMATION AGAINST CHARGE

If chargers move more than half normal move, roll 4–6.

Turn To Face: +1 cavalry/light infantry, -1 if army deducts half a move for flank/rear movement.

Change Formation: +1 cavalry/light infantry, -1 if army takes a full move to change formation/unlimber.

RALLYING

Rallying		
Distance from enemy units	**30–60cm**	**More than 60cm**
Superior or Standard class	Rally off 1 hit	Rally off 2 hits
Inferior class	Rally off no hits	Rally off 1 hit

1 unit within 5cm of the commanding general removes 1 hit.

Reforming takes one move stationary (can change formation in place but not change facing).

Change hit marker die to red when reforming. Cannot fire. If charged successfully count as hit in flank.

Rally off hits as normal when reforming. If unable to rally to 3 hits, must retreat again next turn.

FIRING RANGES

Infantry Ranges		
Weapon	**Short**	**Long**
Muskets plus battalion guns	0–10cm	10–30cm
Muskets only	0–10cm	10–20cm
Rifles	0–15cm	15–30cm
Carbines	0–8cm	8–15cm

Artillery Ranges			
Weapon	**Canister**	**Effective**	**Long**
Light guns	0–30cm	30–50cm	50–70cm
Medium guns	0–40cm	40–80cm	80–120cm
Heavy guns	0–50cm	50–100cm	100–150cm
Howitzers	0–40cm	40–70cm	70–100cm

Howitzers: D6 roll, 1–2 = -1 modifier.

HIT TABLE

A natural 5 always causes at least one hit.

The Hit Table							
Modified Die Roll (Average Die)	**0 or less**	**1**	**2**	**3**	**4**	**5**	**6 or more**
Superior Infantry	0	1	2	2	3	4	4
Standard Infantry	0	1	1	2	3	3	4
Inferior Infantry, Standard Light Infantry	0	0	1	2	2	3	3
Inferior Light Infantry	0	0	1	1	2	2	3
Superior Artillery	0	0	1	1	1	2	2
Standard Artillery	0	0	0	1	1	2	2
Inferior Artillery	0	0	0	0	1	1	2
Superior Cavalry	0	1	2	2	3	3	4
Standard Cavalry	0	0	1	2	2	3	4
Inferior Cavalry	0	0	0	1	2	2	3

Hit Table Modifiers	
Firing Modifiers	
Firer has moved	-1
Firing at long range	-1
Firer has 3 or more hits recorded	-1
Difficult target	-1
Target in light cover	-1
Target in heavy cover	-2
Target classed as superior	-1
Target classed as inferior	+1
Flanking or rear fire	+1
Firing from BUA, per fire direction	-1
Firing unit is small	-1
Firing unit is large	+1
Additional Artillery Firing Modifiers	
Canister	+2
Firing at head of march column	+1
Firing at 2 deep cavalry line	+1
Heavy gun (roundshot) vs. BUA or entrenchments	+1
Howitzer (shell) vs. BUA or entrenchments	+1
Howitzer (shell) vs. cavalry	+1
Melee Modifiers	
Cavalry charging	+1
Rolling unit has 3 hits or more	-1
Target in light cover	-1
Target in heavy cover	-2
Target uphill	-1
Target classed as superior	-1
Target classed as inferior	+1
Each supporting unit	+1 (maximum 2)
Rolling unit is artillery	-1
Light infantry vs. formed/close order	-1
Attacked in flank or rear	-2
March column	-2
Fighting from BUA, per direction	-1
Firing unit is small	-1
Firing unit is large	+1

DIFFICULT TARGETS (FIRING ONLY)

- Target is light infantry or deployed artillery.
- Target unit is more than half outside the firing zone, or more than half obscured by terrain.
- Target unit is up to half obscured by friendly troops.

GRAZING FIRE

Effective up to 30cm from front edge of first target. Line of fire through centre of first target.

Roll 3–6 on level/open ground. Obstacles/bad weather 5–6.

REACTION TABLE

Reaction to Firing	
Total Hits	**Effect**
5 or more	Unit is Done For. Rout 1 normal move, then remove the unit in the Rally phase.
4	Loss of morale. Retreat at least 1 move but not more than 2 moves. Unit will need to reform before continuing in the game.
3	Continue as normal, but take a -1 modifier for fire and melee.
2 or less	Continue as normal.

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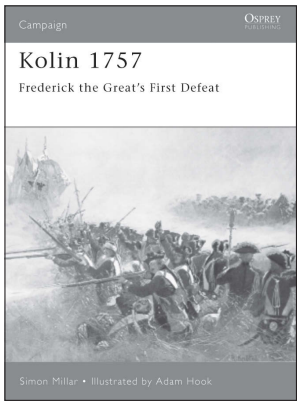

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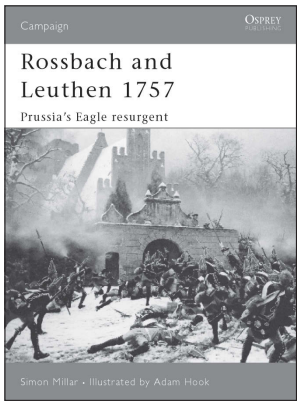

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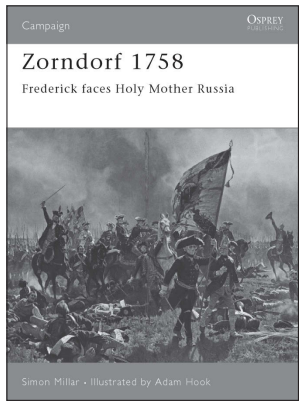

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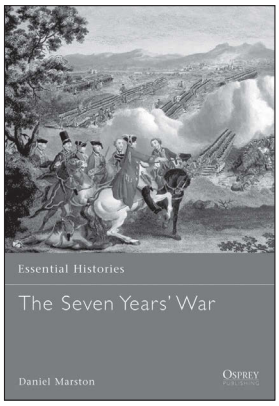

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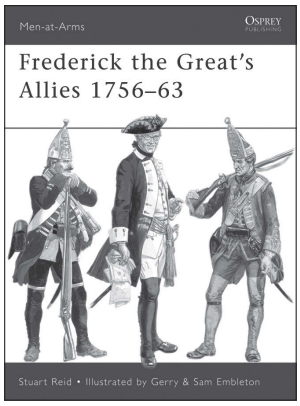

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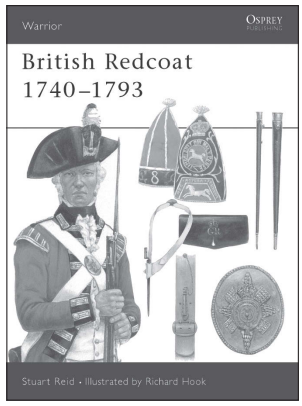

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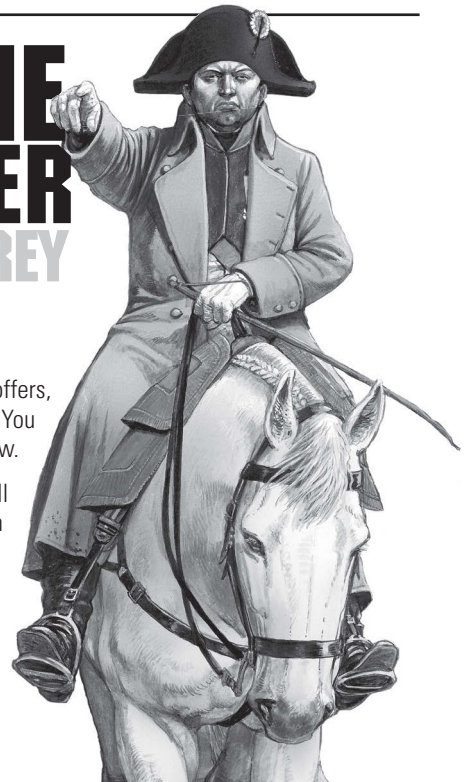

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